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### Character Info

**Adol Christin** is the main protagonist of the Ys series. He is an adventurer and a swordsman who has a knack for arriving at the right place at the wrong time. Despite being a silent protagonist throughout the entire series, he is shown to be the type of person who can never leave those in trouble and will try to help him or her in any way he can.

### Unique Action

**Interact:** Regain his lost memories by touching orbs of light scattered throughout the Great Forest. Resting at a camp marks the locations of nearby memory orbs on the Map of Celceta.

**Kill:** Kill Living Weapons in Colonia Artifact Laboratory.



**Duren** is a knowledge broker from Casnan who has decided to travel with Adol in Ys: Memories of Celceta. An extremely kind-hearted man (though he'd never admit it), Duren can't bring himself to walk away from someone in need, making him a perfect travel companion.

### Unique Action

**Unlock:** Duren can unlock certain chests that were locked.



**Karna** is a cheerful, honest young girl who lives in Comodo, the treetop village that has survived in the forest of Celceta. She is the daughter of the village chief Asad.

### Unique Action

**Knife Throw:** Karna can throw knives at certain targets on the field to unlock new path.



**Ozma** is a warrior from the fishing village of Selray who appears in *Ys: Memories of Celceta*. He is the sole remaining member of the tribe which cares for the sacred beasts known as Spardas. Though young, Ozma acts as the village's leader and has managed to uphold its peaceful ways for as long as he's been in charge. Reliable, level-headed and dedicated, he is loved and respected by all of the village's residents.

#### Unique Action

**Spear Thrust:** Ozma can use his spear to attack cracked wall underwater.



**Calilica** is a young disciple-in-training of Highland in *Ys: Memories of Celceta*. Despite her young age and appearance, she is mature beyond her years in many regards and is constantly seeking to be recognized as an adult by those around her. She looks up to Leezza as an older sister, and has been with her since they were both children. As such, she will hold back at nothing if she can be of assistance to her.

#### Unique Action

**Energize:** Calilica can energize certain devices on the field to activate them.



**Frieda** is a female knight from the village of Danan who also serves as a storyteller. She has a homunculus fairy, Nina, as a partner and wields a halberd.

#### Unique Action

**Seal Fissure:** Freeze cracks on the ground to allow passage.

# Ys: Memories of Celceta (PS4) Walkthrough and Guide



Welcome to our Ys: Memories of Celceta Walkthrough and Guide. This guide is adapted from the original PS Vita release but updated with information gathered from replays of the June 9, 2020 PS4 release.

**Changes from the original guide include:**

- Reorganized walkthrough layout.
- General edits and additions to walkthrough text.
- Independent side quest/free-form quest pages with walkthrough links.
- Improved New Game+/Time Attack information.
- New **Max Stat Boosting** page detailing min-maxing strategies.
- Independent collectible pages by item category.
- New, higher quality media.
- Maps of all overworld wilderness areas that include collectibles/loot.
- Improved Trophy Guide descriptions.

Renowned adventurer Adol Christin rarely needs much of an excuse to explore the unknown, but after surfacing in the Casnan City without his memories, pure wanderlust is supplanted by the desire to return to the great forest of Celceta and reclaim his lost memories. Fortunately for him, the powers-that-be in Casnan City offer to pay him to map the great forest, and with need an opportunity aligning in such a fortuitous way, how can Adol refuse? As Adol explores he'll uncover the forest's mysterious past, including the kingdom that once thrived there, the villages that survived its fall, and truth behind his lost memories...

**Contents of this guide include:**

- A walkthrough of the game's main questline.
- Locations of all the memories, harvest points and treasure chests in the game.
- A list of all the game's side quests and free-form quests.
- A trophy guide.
- New Game+, Boss Rush and Time Attack information.
- Lists of all the items in the game, and where to find them.

# Casnia Mine

Watch the intro as it recounts Adol Christin's adventures and mentions the setting of this game: the Great Forest of Celceta. As Adol trudges through town you'll overhear some tidbits of information, and after an altercation you'll get more exposition from a woman named Peach and a "Silver-Haired Man" named Duren, who seems more familiar with Adol than even Adol is, at the moment! Apparently Adol was exploring the Great Forest of Celceta and lost his memory. Your dialogue choices here don't matter, so say what you wish.

Just as Duren is about to ditch you, a miner will come in, complaining about monsters in the mine. Once you're in control, you'll get a tutorial on how to move around  and how to talk to characters and  examine objects . It's also worth noting that you can save anywhere, just press  to enter the menu and select the "System" option.



**In Search of Lost Memories:** Began your adventure in Celceta.



Keep an eye out for Unique Actions, like the Memory Orb you can find outside of the mines. Monuments will restore your HP and status.

Exit the inn and exit out into the city, where you'll find that your ability to explore is limited due to the current events, so just head southwest and down the ramp here, then west toward the mine. You'll know the place when you see it - it has a whole bunch of people gathered around outside. After some chatter you'll get a tutorial on "Unique Actions"; head towards the glowing orb of light and interact with it by pressing  to regain the **Am I a Swordsman?** memory, which will also **increase Adol's maximum HP by 10**. Nice! Afterwards go ahead and enter the mine.

## Casnia Mine

### Enemies - Casnia Mine

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Comolmo	1	21	7	3	7	1	Nothing	Damaged Hide, Sturdy Hide

<b>Jellim</b>	1	22	7	3	6	2		Filthy Liquid, Clear Liquid
<b>Cutro</b>	2	24	10	7	7	3		Cracked Shell, Sturdy Shell, Iron Ore
<b>Molmoth</b>	4	88	34	9	35	10	Nothing	Daamaged Hide, Sturdy Hide, Strong Hair

Check out the path to the northwest, even though it's a dead-end. (Still want to complete that map!) Start heading northeast, and Duren will stop you; pick any choice, and he'll give you a **Short Sword** to defend yourself with, as well as join the party! Make sure to equip the Short Sword! You'll even get a tutorial showing you how.

Now, head northeast to run into your first stone monument; by touching it, you'll restore the party's HP and cure status effects, as well as give yourself a waypoint to return to if you get killed. Very generous!

Head northeast to the next area, where you'll run into some monsters - **Comolmos**. These critters are weak enough that Duren seems content to let Adol take care of them... probably to gauge whether you've forgotten how to fight or not. Go ahead and test out your skills on these measly pests: use  to attack,  to evade,  to guard and  to switch characters.



Delay for a moment and your next attack will be a charged attack, which will absorb SP. SP fuels your skills, like Adol's Rising Edge.

During the fight you'll learn the **Rising Edge** skill, which you'll need to equip once the fight ends. Skills require SP to use (the spiky blue gauge on the bottom right of the screen indicates your SP) and can be leveled up by using them in combat. If you refrain from attacking for a moment, your characters will perform a charged attack on their next strike, which will generate SP.

Continue north to venture deeper into the mine. In the next area, as you move right, you should see a lump of rock above you; smash it repeatedly to receive either **Coal** or **Iron Ore**. This is a Harvest Point where you can obtain Minerals. You'll see many more throughout the game, but not just for Minerals; you'll come across Plant Materials too. Be sure to harvest materials as you find them!

Head east across the bridge and Duren will let you know that each party member has strengths and weaknesses to certain enemies; Adol can take care of soft enemies pretty well, but can't do much damage against hard ones. Duren, on the other hand is the complete opposite, so be sure to use  to switch party members as needed against certain enemies. Speaking of which, across the bridge you'll encounter two new foes: a **Jellim** and a **Cutro**. The former is weak to slashing attacks, while the latter is weak to strike attacks, so use Adol and Duren to take them out.

**Note:**

Blue numbers indicate an enemy is strong to an attack, yellow numbers indicate weakness. You can also press  during combat to bring up an information window detailing some basic info on an enemy.

After clearing the enemies, Duren will give you a **Honey Potion** and encourage you to use restoratives when necessary. Just press the  button to bring up the quick item menu, from which you can easily use items, should you have the need. Continue east to the next area, then follow the path until you reach a wooden platform. Open the chest to the north for another **Honey Potion**, then descend the stairs to find two Comolmos and a **Molmoth** harassing two soldiers - Sancho and Panza. Whatever you say, you'll end up in a fight, and while Duren is correct when he says this is the most difficult fight yet... it's a low bar. You'll also get a tutorial about EXTRA Skills, which charge up as you use SP-consuming skills. Once the yellow circle near the SP gauge is full you can unleash your EXTRA Skill by holding down  and pressing .

After the battle, the two sorry excuses for soldiers will leave. Whack the Harvest Point to the north for more **Coal/Iron Ore**, then exit to the west. In the next cavern, hop in the water and swim around to reveal the map, then make your way to the southwest to find some land. Kill some mixed groups of Jellims and Cutros, then open the chest along southwestern edge of the cavern to score an **Iron Ingot**. Continue north from there to run into a locked gate for a scene. Afterward, make your way northeast to a chest; try to open it, and you'll be introduced to Duren's unique action, which is lock picking. Press  while controlling Duren and you'll unlock the chest for the **Mine Key**. With that in hand, head back to the gate and proceed to the next area.

Open the chest to your north for a **Honey Potion**, then continue northwest and north, swimming through a passage when you must. When you reach land you'll need to dispatch another group of Jellims, then head west to find some Cutros. Kill them, and when you reach a fork continue west to find a chest containing a **Roda Droplet** (a restorative that'll revive a fallen companion), then backtrack to the fork and head north to find a stone monument. At this point, if you're not level 3 or higher, we recommend going back through and grinding until you are. Either way, save, then proceed north into some ruins, where you'll meet your first boss!

**BOSS FIGHT: ALDOVOSS, THE AWAKENING ARMORED BEAST**

**DO NOT ATTACK THE ARMS**, as it will do no damage! Instead, take control of Adol (since he can attack quite a bit quicker than Duren) and dash in toward its body, land a charged blow or two to gain some SP, then dash back as it counterattacks. Keep doing this until Adol's SP gauge is full, then rush in and start releasing Rising Edges, dashing back out soon after to avoid damage. Repeat this until his SP is out. As you do this, keep an eye on the blue gauge below the Aldovoss's life gauge; when it gets full from being attack so many times, it will become stunned!

To speed up the battle, if you're good at timing your guards, you can attempt several Flash Guards rather than running away each time; each successful Flash Guard will result in you getting extra SP and points toward your EXTRA gauge, as well as being able to have critical attacks for a very short period of time.

To perform a Flash Guard, you have to hit  right as the attack is about to hit you; no sooner, no later. With practice, it's not too bad, but it can take a while to get used to.

When Aldovoss is stunned, unleash your EXTRA Skill (if you were able to get your gauge full), as it'll do quite a bit more damage than usual - make sure to stand directly in front of his body before releasing it! The gauge will turn yellow and start depleting, so use that time to hit him with your EXTRA skill, as well as barrage him with normal attacks and skills before he stands back up.

If not you don't have enough built up... well, then just melee him and repeat the process; you should be able to stun him again fairly easily, and you should be ready then.



Use Rising Edge whenever you have the SP to do so, and block Aldovoss's attacks - if you can get the timing down, Flash Guards are worth trying for. Once Aldovoss is staggered, unleash your EXTRA Skill.

#### ALDOVOSS' MOVES:

- It will raise its arm in the air, then crash down, sending shockwaves; Flash Guard or dash quickly toward the other arm. (Sometimes, he'll slam down with his both arms in succession. To be 100% safe, retreat to the bottom of the screen.)
- Its mouth will glow a greenish yellow, then will shoot a laser directly where it's looking; Flash Guard or dash quickly away from its direction.
- It will raise both of its arms in the air, then crash down with a large shockwave; Flash Guard or try to get to the bottom of the screen as quickly as you can.
- Its mouth will glow an orange-ish yellow, then will shoot a laser horizontally across the screen; Flash Guard or try to get to either the bottom of the screen or right in front of his body as quickly as you can.
- It will start shaking violently, causing rocks to fall from above; watch the shadows on the ground and dart away if one appears at your location. These are pretty hard to avoid, so you may just want to hold  and guard to minimize the damage.

After the battle and the scenes that ensue, continue north for some more events to unfold. Eventually, you'll receive the **Silver Wing** key item. Backtrack south and you'll get another scene, as the Silver Wing reveals its powers - it'll allow you to warp between monuments of the same color and shape! Right now this is pretty simple, as you've only found two monuments and they match each other. This will allow you to interact with the nearby monument (Casia Mine: Depths) and travel to the one near the entrance (Casia Mine).

Do so, then exit the mine to get a hero's welcome, and an invitation to talk to Griselda, the Governor General of Casnan. She'll make an offer more appealing to Adol's wanderlust and Duren's greed, and after an odd encounter with the braggart Leo, you'll be back at the inn, where Duren will offer to tag along going forward, a mutually beneficial arrangement... or so he says. In any event, you'll rest for the night - your adventure begins in earnest tomorrow!



**Mine Raider:** Successfully rescued the trapped miners.



# Casnan City I

## Duren's Tour

When the next day begins you'll yada-yada through actually accepting the job from the Governor General, after which you'll obtain a **Map of Celceta**. Handy!

Back at the inn, Duren will give you a rundown of how things work in Casnan, particularly quests. Quests will be conveniently posted on quest boards (like the one in the inn) and when you complete them, you'll earn rewards. Simple stuff! You don't even need to select the quests or anything, just looking through them will add them to your Journal so you can undertake it. It often pays to get more information about a quest by seeking out NPCs with a QUEST icon over their head, who may be able to provide quest details. Keep in mind, however, that some quests expire, so you'll be well-served by completing quests as soon as possible. Don't worry, we'll keep you informed how and when to do quests!

These are the quest you should be able to obtain at this time:

- **To Milk a Fabros**

[URGENT]

- **Honey Potions**

[URGENT]

- **Purchasing Iron Ore**
- **Bear on the Plains**

### NOTE:

Two of these Quests are **[URGENT]**, meaning that if you proceed too far, you won't be able to access them anymore, nor any of the ones that spawn from it. Be sure to always prioritize urgent quests in the game, as there is a trophy tied to them as well.

There's also a free-form quest you can start here: **Mouse's Information**.

Next you'll get a tutorial on your Journal, where Story/Quest Progress, Monster/Material Information and Manual/Records will be recorded for you to review as needed. Handy!

Don't bother with quests just yet, as Duren has more things to show you. Head outside and Duren will show you a variety of stores, including **Billy's Curios** (item shop) and **Thomas' Armory** (weapon/armor shop), after which you'll immediately find yourself in the latter, where you'll be ambushed by another tutorial. This one provides you with the keen insight that NPCs with the SHOP icon over their head are merchants. Riveting.

Head downstairs and you'll reach the **Goldsmith Trading Post**, where you can get equipment reinforced. Weapons and Armor each have eight stats you can reinforce, and you'll need different gems and metals to reinforce different stats, which can be obtained by refining raw materials (ore refines into ingots, for example). You'll have to gather said raw materials, and expend varying amounts of gold and coal based on the quality of the end product. You can also exchange materials by talking to Goldsmith, who will upgrade numerous lesser materials into superior ones (usually at a rate of 10-to-1) free of charge. What a guy!

Leave the shop and after some more scenes where Duren marks two points of interest on your map, you'll get another tutorial, this time about the map. Essentially, press the **Y** to bring up the map screen and keep in mind that your map will be updated with useful information you discover as you explore, like terrain, the location of towns and dungeons, material harvest points, and quest objectives. The more you explore, the more you'll be rewarded: the goal is 100% map completion! First up, the city of Casnan itself: keep checking your map to make sure that you've covered every part of town and none of it is faded out/missing. Don't forget you can press **R2** to access the area map, and while in this screen you can use the **LR** to shift between different elevations.



Duren will show you around town, introducing you to merchants who will reinforce gear and exchange materials. Buy whatever gear you can for Adol and Duren before leaving Casnan City.

## Side Quests and Shopping

Explore the city to your heart's content, and before you go you should see to those side quests you were able to get from the board earlier. You'll be able to complete some of them before even leaving Casnan City, or failing that, shortly afterwards. Follow the links provided above to complete these quests now and as you explore the **Beast Plains**, and especially be sure to do **Purchasing Iron Ore**, as the money you'll get from this will allow you to buy what gear you need to get started.

When you get the money, visit the Weapon/Armor shop and buy upgraded gear for Adol and Duren, in order: a **Long Saber** (1,000G), **Steel Gauntlet** (1,200G) and two **Iron Breastplates** (800G each). This gear should go a long way towards making the upcoming areas much easier.

### Thomas' Arms and Armor

Short Sword STR 9

Long Saber STR 28

Brass Knuckle STR 8

Steel Gauntlet STR 26

Spear Fangs STR 46

Long Spear STR 58

Golden Mace

STR 108

Leather Plate

DEF 9

Iron Breastplate

DEF 24

Speaking of which, when you're ready to start your adventure, exit via the western gate to reach the [Beast Plains](#).

## Beast Plains

Burning Sword! One of the best tracks in the game!

Anyway, you'll get more tips on fighting and exploring from Duren. As mentioned earlier, if you block  or dodge  you can mitigate or avoid damage, but if you do so just before an attack lands you'll perform a Flash Guard or Flash Move, the former of which will nullify damage and charge your EXTRA and SP gauges and the latter of which will make you temporarily invincible and slow down time. You'll also learn about Aerial Combos, Skill Finishes and Excellent Kills:

- Aerial Combo: Skills like Rising Slash and Swallow Kick will knock enemies into the air. Airborne enemies suffer extra damage, and leave behind more gold, SP and life energy.
- Skill Finish: If you defeat an enemy with a skill you'll earn back half the SP said skill used, as well as gain life energy.
- Excellent Finish: Defeat an enemy with damage it's weak against and it'll drop more gold and perhaps rare items.

Defeating enemies will drop gold (in various denominations), life energy (green orbs that restore HP when picked up) and perhaps materials. You can heal yourself in the field by picking up dropped life energy, or by approaching Monuments, or by simply standing around long enough. If you remain idle, your characters will rest, regaining HP.

### NOTE:

Be sure to run along the boundary of each area, as the game can be rather picky about map completion. Scouring the edge of each area should ensure you uncover the map, and getting in the habit of doing this on your first run-through each area will hopefully prevent you from having to go back later in a frustrating attempt to find what odd sliver of map you missed.

## Beast Plains East

### Enemies - Beast Plains

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Ratani	3	30	16	9	3	6	Nothing	Split Hair, Strong Hair

Arenjo	4	33	24	16	4	10		Damaged Hide, Sturdy Hide
Fabros	6	140	39	13	10	17	Nothing	Brittle Bone, Sturdy Bone, Buffalo Horn
Langritz	8	633	69	49	46	0	Nothing	--

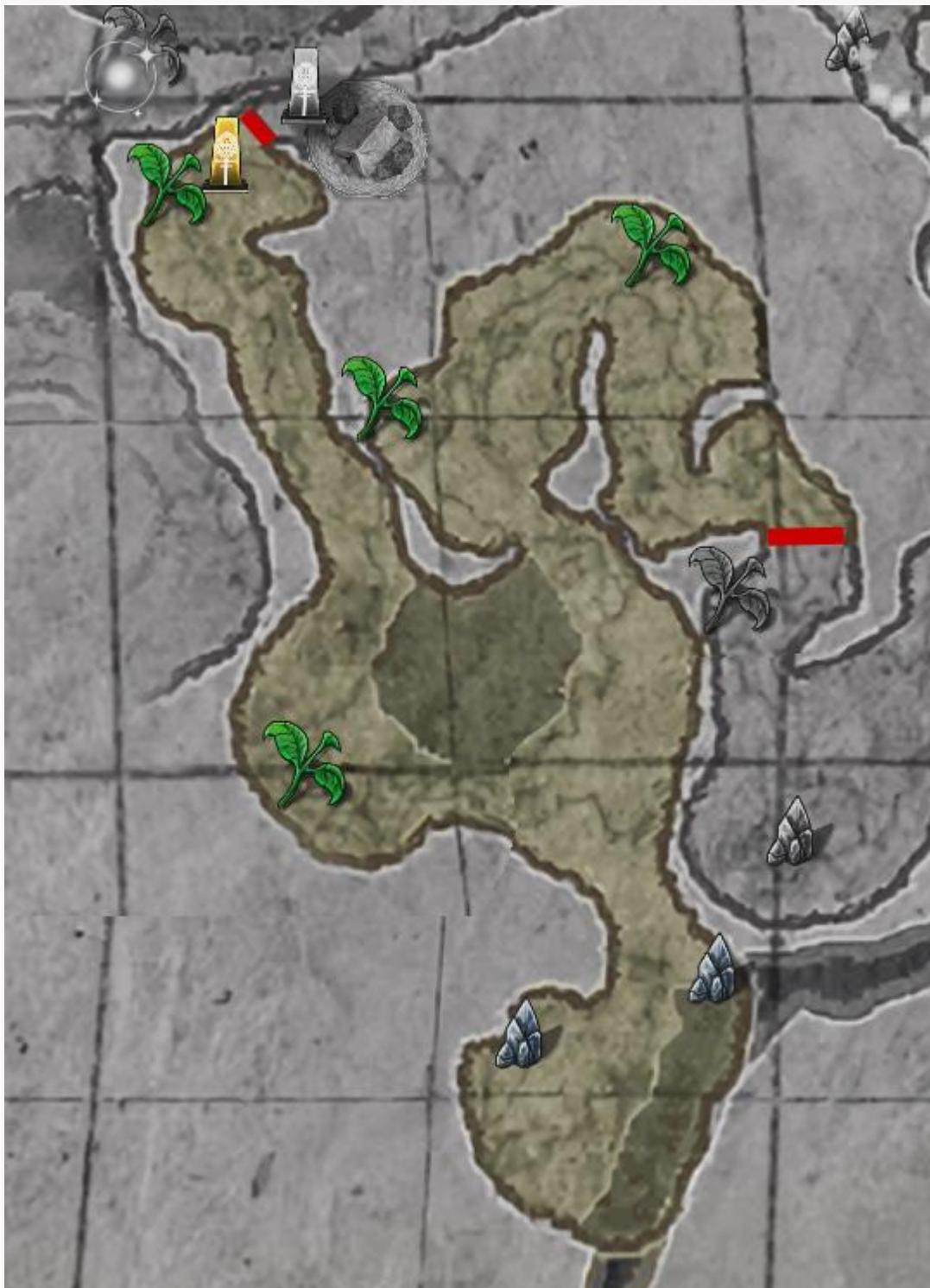


The first area in the Beast Plains is pretty tame, being populated by three new foes:

the **Ratani**, **Arenjo** and the odd **Fabros** enemies. Arenjos are weak to  Strike attack and Fabros are relatively sturdy and surprisingly aggressive and fast for their size. Otherwise there's not much to do here aside from harvesting three **Rotting Fruit / Rotting Leaf** plants and two **Coal / Iron** mineral deposits.

This area connects to the Beast Plains West area.

## Beast Plains - West



The second area of the Beast Plains is more interesting, as you can complete the quests [To Milk a Fabros](#) and [Bear on the Plains](#) here. For the former you'll find a female Fabros in the large central area, just south of a pond, while the bear you're hunting, Langritz, can be found in the southern-most part of this area, near a river.

Other than that there are four **Rotting Fruit / Rotting Leaf** plants and two **Coal / Iron** mineral deposits and a decidedly greater number of Fabros enemies. You can loot a chest in the southern end of the area (near Langritz) to score **3x Iron Ingots**. Other than that, there's a yellow Monument along the northern end of the area, near the exit to Forest of Dawn Entrance: Camp area. Speaking of which...

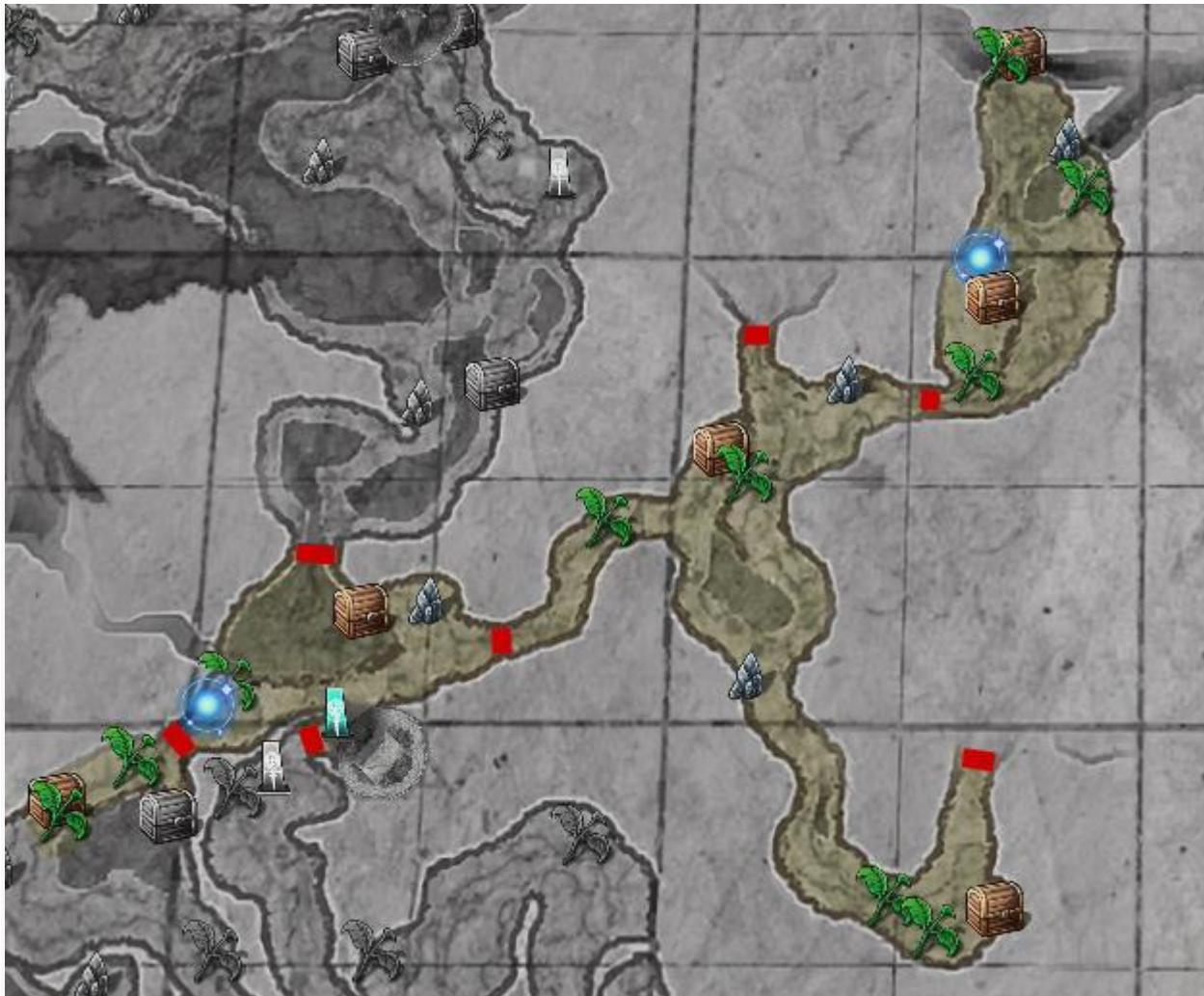
## Forest of Dawn Entrance: Camp

Here, you'll discover a spirit tree sapling, and by resting here, you'll uncover another memory: **The Tower**. Make sure to rest at all saplings to regain memories! (And keep in mind that resting in a tent charges your EXTRA gauge to the max!) When you regain control the next morning, proceed north into the **Forest of Dawn (East, Wetlands)** section. **MAKE SURE TO SAVE!**

## Forest of Dawn: East I

### Forest of Dawn: East

Enemies - Forest of Dawn: East								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Arenjo	4	33	24	16	4	10		Damaged Hide, Sturdy Hide
Asarkos	4	36	22	17	4	10		Cracked Shell, Sturdy Shell, Poisonous Organ
Bozuonga	18	2,370	198	110	753	80	Nothing	Sturdy Bone, Fierce Beast's Claw, Monkey King's Hair
Cobonga	4	41	25	11	4	10	Nothing	Brittle Bone, Sturdy Bone
Fabros	6	140	39	13	10	17	Nothing	Brittle Bone, Sturdy Bone, Buffalo Horn
Vargin	6	54	37	23	8	17		Brittle Bone, Sturdy Bone



As soon as you enter this area you'll be greeted by a new Monument - the first of several blue Monuments which are scattered throughout the various areas of the Forest of Dawn. Specifically you're in the Forest of Dawn: East section of the Forest of Dawn right now, which itself is comprised of several areas... all of which are ancillary save for the one you're in right now. If you want to continue on with the story you need merely exit to the north, braving the aquatic **Vargin** as you swim to reach the Forest of Dawn: Wetlands section.

#### NOTE:



Be wary of the **Asarkos** enemies (purple scorpions), as they can inflict . This status effect will drain your HP at regular intervals over time. Fortunately, however, if you rest you'll regenerate HP faster than poison will harm you, but it can still be a bother if you can't find a place to take a breather.



By running back and forth from the Monument, you can whittle the Bozuonga down. Whether you defeat the ape or not, use Adol to reclaim the **Inquisitiveness** Memory.

But what fun is that? The story of Ys is one of adventure, of taking risks! Of exploring for the sake of exploring! Even though our progress will be impeded at various points, you can exit to the west or east to reach adjacent areas of the Forest of Dawn: East. First off, head west along the southern wall, and you'll come across another of Adol's memories; examine it to recover the **Inquisitiveness** memory. Interact with it and in addition to scoring a new memory, it'll **increase Adol's base STR by 1**. Just above the memory is a Harvest Point with **Wilted Flower / Rotting Leaf**, so smash it, then head southwest to the next area. It's a dead-end here, but you'll find **Rotting Fruit / Rotting Leaf** and **Wilted Flower / Rotting Leaf** Harvest Points and a chest with **3x Antidote Powder** that is semi-hidden behind a tree at the bottom.

Return to the previous screen and jump in the water to the northeast. Swim east and ignore the exit to the north - it leads to the Forest of Dawn: Wetlands area, which we'll get too shortly - keeping an eye on the shore above you to find a chest near a tree; it contains **30x Coal** then get your fill of the **Iron Ore / Silver Ore** deposit just to the east of it. From there, you'll want to continue east to the next area... but there's a two-ton gorilla nearby we should talk about first.

There is a HUGE primate just to your east when you first enter (south of the mineral deposit mentioned a moment ago): the **Bozuonga**. He is a LV18 foe with immense HP, STR and DEF, and can easily wipe you out in a matter of seconds. One swat of his club can nearly do you in!. If you like, you can try to take him on, seeing as how you can quickly dash back and forth from the light blue Monument to recover, making sloppy hit and run attacks viable, albeit tedious and dangerous. If you can kill this Bozuonga, it'll be worth the XP of roughly 100 to 200 lesser foes in this area, so the reward isn't bad. You could even grind here, if you wanted to, and you do need one for your Bestiary... that said, as much as we love an arbitrary grind, you'll find this a much, much easier foe to defeat when you come back later, after acquiring new weapons and armor.

With that out of the way, exit to the east (dodge past the Bozuonga, if you didn't kill it) to reach the next area. Compared to the last area, this one is fairly tame: you largely encounter familiar foes, including Cobonga, Asarkos, Vargin and the odd Arenjo and Fabros. No Bozuonga, no Memories, but there's still some materials to harvest and chests to plunder. Keep going northeast, grabbing the **Wilted Flower / Rotting Leaf** along the way. When you reach the fork, open the chest to the north first for a **Short Sword +3**. If you were expecting some sort of significant upgrade... well, this ain't it. The Long Saber you (should have) bought back in Casnan City out-damages this weapon significantly, and the only thing this weapon boasts is an +2 and +1 bonus. If you want to occasionally freeze an enemy, go for it, but the raw damage of the Long Saber is probably more reliable.

Move south, and on the other side of the water, you'll be at another fork. Collect the **Coal / Strange Mass** at the Harvest Point below you first, then proceed all the way south. There should be two more Harvest Points, as well as a chest here in this area, so be sure to get the **Rotting Fruit / Rotting Leaf**, **Wilted Flower / Rotting Leaf**, and the **Iron Breastplate +2**. Unlike the sword, this comes in handy

as it has the  +1 and  +1 properties, which will come in handy shortly. That's as far as you can go here for now, as the path forward is blocked by some rocks. A more cynical gamer might question why Adol and Duren can't just climb over them, but hey, we're being paid to map the forest, not climb over rocks, so return to the fork and take the northeastern path. As you go north and past the water on the right side, you'll see another Harvest Point to your left, with **Rotting Fruit / Rotting Leaf**. In the open area to the north, you'll see the path to the north is blocked by more rocks, so make your way east, getting the **Coal / Iron Ore** from the Harvest Point here as you go on to the next area.



Use Duren to unlock a chest to obtain a **Gold Ingot**. Adol can regain the **A Peddler's Tale** Memory.

Head northeast, and when you see a body of water to your left, switch to Duren and jump in the water, swim under a land-bridge above you, then pick the lock on the chest to the left to score a **Gold Ingot**. Go back east to land, where you'll be at an open area / fork. Before doing anything, keep in mind that there's another Bozuonga to your north in the water. You can try taking him on, though it's safer in the first area with the monument. If you do, save before attempting!

#### NOTE:



This Bozuonga may not have a life-saving Monument nearby, but there's an exploit you can take advantage of to defeat it with some ease. It spawns in a pond to the north, and if you're quick you can lure it to the edge of said pond while you remain safe and dry on the high ground around the left side of the pond. You can attack it, and its attacks will fail to connect. This is a good, albeit cheap way to score some levels, if you can get the Bozuonga to cooperate.

Defeat or avoid the Bozuonga, then search to the right of the pond the Bozuonga occupied to find a **Rotting Fruit / Chito Nut** Harvest Point, then return to the fork below the water and head directly west. There is a memory here, so have Adol examine it to uncover **A Peddler's Tale**, which will **increase Adol's base DEF by 1**. Head south from there to find a **Rotting Fruit / Chito Nut** Harvest Point, then head all the way north, and you'll come to a path that's blocked by boulders. We can't get the chest yet, but if you climb the path just to the right of it, you'll come to a **Wilted Flower / Marl Flower** Harvest Point at the top, to the far left. Finally, head back south and east to reach the land north of the Bozuonga's pond to find a **Iron Ore / Silver Ore** Mineral Deposit. We've explored all we can in this direction, so now it's time to head all the way back to the entrance of the Forest of Dawn: East section. To get there, exit this area to the south, then exit the next area to the west. Use the blue Monument here to recover (or head south one more screen and rest in the tent if you need to restore your EXTRA gauge.)

From the blue Monument, hop into the water to the north, then proceed into the **Forest of Dawn: Wetlands I**.

# Forest of Dawn: Wetlands I

## Forest of Dawn: Wetlands

### Enemies - Forest of Dawn: Wetlands

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Orogilan	8	143	41	36	25	25	Nothing	Cracked Shell, Sturdy Shell, Hard Scale
Ramelebolero	5	30	26	17	6	13	Nothing	Damaged Hide, Sturdy Hide, Clear Liquid
Vargin	6	54	37	23	8	17		Brittle Bone, Sturdy Bone



This area is quite different from previous areas in the Forest of Dawn, and fortunately isn't what you can come to expect for the rest of the Wetlands areas. As the name implies, there's a lot of water here, and while you can fight while swimming, your offensive capacity is significantly reduced there. That being the case, either lure enemies to the shore or swim past them.

From where you entered along the southern end of this area move east, then north a little, and you'll come to a large branch arching over the water. To the upper-left is a Harvest Point with **Iron Ore / Cracked Shell**, and further to the upper-right of that on a small piece of land is a chest containing your first accessory: **Shield Ring I**. Put it on Adol or Duren, then continue north. Ignore the exit to the northeast for now, and continue to the far northwest. There is another Harvest Point on the peninsula to the far north, so be sure to get the **Iron Ore / Silver Ore** from it. You can see a chest on the map, but since it's underwater, we can't get to it just yet. Instead, continue north, and you'll enter the **Waterfall Cave**.

## Waterfall Cave

### Waterfall Cave

#### Enemies - Waterfall Cave

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Comolmo	1	21	7	3	7	1	Nothing	Damaged Hide, Sturdy Hide
Jellim	1	22	7	3	6	2		Filthy Liquid, Clear Liquid
Cutro	2	24	10	7	7	3		Cracked Shell, Sturdy Shell, Iron Ore
Molmoth	4	88	34	9	35	10	Nothing	Damaged Hide, Sturdy Hide, Strong Hair

There's really not much to the two areas of this cave, other than a plethora of monsters. Follow the walls as you move to the north, and you should uncover three Harvest Points: first is an **Iron Ore / Silver Ore** Mineral Deposit, second is the **Damaged Lumber / Sturdy Lumber** Harvest Point, and third is the **Coal / Strange Mass** Mineral Deposit.

Go north and exit to the next area, which is a dead-end; check the two Harvest Points here as well; first is an **Iron Ore / Silver Ore** Mineral Deposit, and second is a **Damaged Lumber / Sturdy Lumber** Harvest Point. Once you have those, return back to the [Forest of Dawn: Wetlands](#).

# Forest of Dawn: Wetlands II

## Forest of Dawn: Wetlands

### Enemies - Forest of Dawn: Wetlands

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Bozowalla	7	96	66	19	7	21		Rotting Leaf, Fresh Leaf, Poisonous Organ
Cobonga	4	41	25	11	4	10	Nothing	Brittle Bone, Sturdy Bone
Vargin	6	54	37	23	8	17		Brittle Bone, Sturdy Bone



Once you're back in the Forest of Dawn: Wetlands area, return to the center of the area, then head east and northeast through the path we skipped before, leading to the next area. Fortunately, you will find another blue Monument here, giving you a chance to recover and / or teleport back to the entrance if you like.

#### NOTE:

**Griselda's Map Rewards:** Now would be a good time to visit Casnan, not only to trade in materials and such, but to also visit Governor General Griselda; you should have well over 10% for your map, so visiting her will net you **1000G**.

When you're ready, start traveling northwest. Right at a fork, you'll come to a Harvest Point with **Wilting Flower / Rotting Leaf**; grab those, then take the path on the right side of the ledge, which leads to a dead-end with a chest containing **10x Green Stone**. Return to the fork and take the western path, and just as you reach the next branching path, you'll come to another Harvest Point with **Iron Ore / Silver Ore**. Ignore the western path for a bit and proceed north instead. You'll see a chest underwater again here, but as with the last one, you cannot reach it just yet. Just to your east, you'll find two more Harvest

Points to your north and south, the southern one with **Coal / Iron Ore**, and the northern one with **Coal / Strange Mass**. With all those in hand, proceed to the [Forest of Dawn: West](#).

## Forest of Dawn: West I

### Forest of Dawn: West

#### Enemies - Forest of Dawn: West

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Asarkos	4	36	22	17	4	10		Cracked Shell, Sturdy Shell, Poisonous Organ
Bozowalla	7	96	66	19	7	21		Rotting Leaf, Fresh Leaf, Poisonous Organ
Bozuonga	18	2,370	198	110	753	80	Nothing	Sturdy Bone, Fierce Beast's Claw, Monkey King's Hair
Cobonga	4	41	25	11	4	10	Nothing	Brittle Bone, Sturdy Bone
Rangoa	18	484	165	54	117	177	Nothing	Brittle Bone, Sturdy Bone, Boar Exoskeleton



**NOTE:**

There are a pair of Bozuongas near the western exit of the map, as well as a new enemy called **Rangoa**, which are tougher than what you're used to, but not as strong as the Bozuonga, so be careful. You should be able to take down a Rangoa with a few attacks paired with an EXTRA skill.

From the entrance, move north to a fork in the path; to the far east (along with the aforementioned Rangoa) will be a Harvest Point with **Coal / Iron Ore**, and a chest containing a **Roda Droplet**. Return to the fork and harvest the **Iron Ore / Silver Ore** just above you, then make your way west and southwest to the next split. Go northwest and west first, following the path as it turns north and east to another fork. To your southeast is a chest containing a **Bitter Potion**, and just above that is another memory; have **Adol** examine it to view **A Small Adventure**, which will **increase Adol's maximum HP by 10**.



Recover the Memory **A Small Adventure**. A chest to the north will yield a **Blue Ornament** accessory.

From the memory, head all the way north to a dead-end with a pair of Rangoas and several goodies; harvest the **Wilted Flower / Rotting Leaf** on the right, open the chest with a **Blue Ornament** accessory above it, and harvest the **Strange Mass / Blue Stone** to the left. Return to the last open area/fork (not the one near the memory) and take the southern path this time, following it as it goes northwest. Keep an eye out to the north as you go, as you'll find two harvest points; **Strange Mass / Red Stone** in an offshoot, then near the exit, **Rotting Fruit / Rotting Leaf**. Grab those, then go west to the next area.

There really isn't much you can do in this screen, but you did earn some toward the map percentage. With that, we're done in the West area of the Forest of Dawn now, so return to the last area, then head toward the southeast exit to return to the [Forest of Dawn: Wetlands](#).

## Forest of Dawn: Wetlands III & Sunlit Ruins

### Forest of Dawn: Wetlands

#### Enemies - Forest of Dawn: Wetlands & Sunlit Ruins

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Asarkos	4	36	22	17	4	10		Cracked Shell, Sturdy Shell, Poisonous Organ
Bozowalla	7	96	66	19	7	21		Rotting Leaf, Fresh Leaf, Poisonous Organ

Canolen	8	99	69	27	10	22		Rotting Fruit, Rotting Leaf, Chito Nut
Cobonga	4	41	25	11	4	10	Nothing	Brittle Bone, Sturdy Bone
Gazapo	9	57	59	354	12	30		Cracked Shell, Sturdy Shell, Indestructible Shell
Shard	11	135	81	40	32	39	Nothing	Split Hair, Strong Hair



We passed the central/western exit to this area a little while ago, and that's now the direction we want to go, so head there and proceed to the next area. Directly southwest of the entrance is a Harvest Point with **Rotting Fruit / Rotting Leaf**, then just above it is another with **Iron Ore / Silver Ore**. We're at a fork of sorts here, so proceed north to a dead-end, where you'll be able to harvest **Iron Ore / Cracked Shell**, as well as obtain another accessory from a chest further to the north: a **Snake Amulet**. Return to the fork and head west, where you'll come to another split. Descend to the southwest to find another one of Adol's memories: **The Forest Labyrinth**, which will **increase Adol's base DEF by 1**.

Back at the fork, head west now, harvest the **Wilted Flower / Rotting Leaf** to the north along the way. Eventually, you'll come to an area with exits to both the north and west. First, harvest the **Coal / Iron Ore** near the western exit, then open the chest to the north of it for a **Honey Potion**. Once you have both of those, take the northern exit to the Sunlit Ruins.



Score a **Snake Amulet** from a chest in the Wetlands and recover the Memory **The Forest Labyrinth**. In the Sunlit Ruins you can plunder a chest for a **Thunder Beast Charm**.

## Forest of Dawn: Sunlit Ruins

This is just a small area with some weak monsters and nice treasures. Just to your north is a chest containing a **Honey Potion**, and a Harvest Point just to the left of it has **Damaged Lumber / Nocturnal Mushroom** (The mushroom is REALLY hard to get... Took me at least 20 tries before I finally got one. (despite the name, I was able to get one during both the day and the night). A few steps to the upper left of that is another chest; this one has an **3x Antidote Powder** inside. Climb the hill just below this chest, and you'll find two more goodies; a chest containing a **Thunder Beast Charm** accessory, and a Harvest Point that nets you **Iron Ore / Silver Ore**.

Climb back down the hill and check to the far southwest to find two Harvest Points; **Damaged Lumber / Sturdy Lumber** can be found on the left, while **Coal / Iron Ore** can be found at the bottom. With all of those in hand, return to the previous area.

## Forest of Dawn: Wetlands

Now go ahead and take the western exit here to the next area. To the west and north, you can harvest **Wilted Flower / Rotting Leaf**, then to the northwest of here you can harvest **Rotting Fruit / Rotting Leaf** along the northern wall, as well as **Coal / Strange Mass** just below it. You should see a couple of giant bird-like creatures (Shard) hovering around a chest in the center of this area; take them

out, then retrieve the **Steel Gauntlet +2** (+2 bonus) as your reward. It's probably a slight upgrade for Duren, so you might as well equip it. From there, continue southwest, and you should come across two more Harvest Points along the way; **Coal / Iron Ore** first, then **Wilted Flower / Rotting Leaf** in the corner.

You'll also FINALLY come to another blue stone Monument! Go ahead and recover here, and if you like, do some traveling!

### NOTE:

**Griselda's Map Rewards:** Now would be a good time to visit Casnan once again! You should have well over 20% for your map, so visiting Governor General Griselda will net you **3000G**.

When you're ready to be done with the Wetlands, proceed south of the monument and enter the [Forest of Dawn: Stream](#)!

## Forest of Dawn: Stream

### Forest of Dawn: Stream

#### Enemies - Forest of Dawn: Stream

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Canolen	8	99	69	27	10	22		Rotting Fruit, Rotting Leaf, Chito Nut
Gazapo	9	57	59	354	12	30		Cracked Shell, Sturdy Shell, Indestructible Shell

Shard

11

135

81

40

32

39

Nothing

Split Hair, Strong Hair



**NOTE:**

In this area, there are two exits; the southwest leads to the Misty Peak (which eventually leads to Selray), whereas the northeast leads to the Forest Labyrinth (which eventually leads to Comodo). I will be guiding you to the east and through the Forest Labyrinth to Comodo first, as it should be a bit easier. Feel free to explore however you like; it's not required to do one over the other first...

Make sure to scope out the whole area here for map percentage. Otherwise, there's not too much here; from the entrance, go directly southwest to find a Harvest Point at the edge of the stream; you can get **Iron Ore / Cracked Shell** here. From there, hug the northern wall as you travel west/southwest, and you should find another in an offshoot to the north; it has **Coal / Strange Mass**. Make your way far to the southwest now, and you should find **Rotting Fruit / Rotting Leaf** in a Harvest Point along the southern ledge.

Start making your way back northeast now (the paths -- as well as the chest -- to the southeast cannot be accessed just yet, as the bridges need to be lowered from the other side before we can). Hop into the stream and follow it all the far east end of it; you'll find a chest on a rock that contains an **Anti-Paralysis Powder**. Head back west a bit, then climb up onto dry land; you should see a chest just above you, so open it for **5x Iron Ore**, then harvest the **Wilted Flower / Rotting Leaf** just to the right of it. With all of that gather, proceed northeast to enter the **Forest Labyrinth**.

# Forest Labyrinth

## Forest Labyrinth

### Enemies - Forest Labyrinth

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Floura	8	75	35	29	7	25		Wilted Flower, Rotting Leaf, Marl Flower

Watch the scene after you enter. Ah, one of those wonderful areas in an RPG that the screen repeats over and over unless you go through the right paths. Lovely! Luckily, it's pretty easy; all we have to do is go through the paths that have a Harvest Point next to them.



The Harvest Point will mark the correct exit, although you do need to be wary of Floura foes, which can Paralyze you. Once you escape the Forest Labyrinth, set up camp to regain another memory.

If it sounds too good to be true... well, kind of. **Floura** enemies will constantly spawn in this area, and

while they're not too powerful, they can inflict  Paralysis, an extremely annoying debuff that'll constantly interrupt your movement and attacks. As silly as it looks just spamming dodge repeatedly does allow a character to move somewhat effectively during paralysis, but you're better off just switching characters if one gets paralyzed. If that's not obnoxious enough, it has a tediously long duration, as well.

In any event, the directions for getting through this place:

- 1st area: Harvest **Wilted Flower / Rotting Leaf** to the east, then exit to the east.
- 2nd area: Harvest **Wilted Flower / Rotting Leaf** to the north, then exit to the north.
- 3rd area: Harvest **Wilted Flower / Rotting Leaf** to the north, then exit to the north.
- 4th area: Harvest **Wilted Flower / Rotting Leaf** to the west, then exit to the west.
- 5th area: Harvest **Wilted Flower / Rotting Leaf** to the south, then exit to the south.
- 6th area: Harvest **Wilted Flower / Rotting Leaf** to the east, then exit to the east.

With that, you'll have escaped the Forest Labyrinth, exiting into a small clearing with a Sapling. Investigate it to set up camp, during which you'll regain **The Harp Player** memory. With all that out of the way, save your game and exit to the east to find yourself back in the **Forest of Dawn: East** area...

# Forest of Dawn: East II

## Forest of Dawn: East

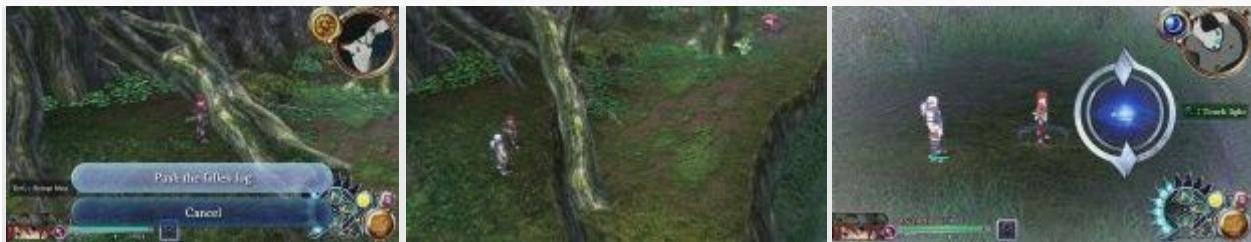
### Enemies - Forest of Dawn: East

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Asarkos	4	36	22	17	4	10		Cracked Shell, Sturdy Shell, Poisonous Organ
Canolen	8	99	69	27	10	22		Rotting Fruit, Rotting Leaf, Chito Nut
Floura	8	75	35	29	7	25		Wilted Flower, Rotting Leaf, Marl Flower
Shard	11	135	81	40	32	39	Nothing	Split Hair, Strong Hair



Despite the circuitous route you took to get here, you're actually very close to where you entered the Forest of Dawn, and even better, you can create a shortcut back. Just go northeast push the log off of the ledge here, and you'll have created a ramp back to the start of the Forest of Dawn! You know, the area with the blue Monument and giant Bozuonga? Yeah, that one! (The area past the log was already

covered earlier, if you missed it.) In any case, definitely shove that log off the ledge, then harvest the **Coal / Strange Mass** from the Harvest Point here. Start moving east, then jump into the water to the north, as there is a chest in the northeast corner that contains a **Topaz**. Make your way southeast, harvesting some **Wilted Flower / Rotting Leaf** along the way. Keep moving south, and as the path starts to turn west, you should see another Harvest Point; get the **Rotting Fruit / Rotting Leaf** from it, then head northwest.



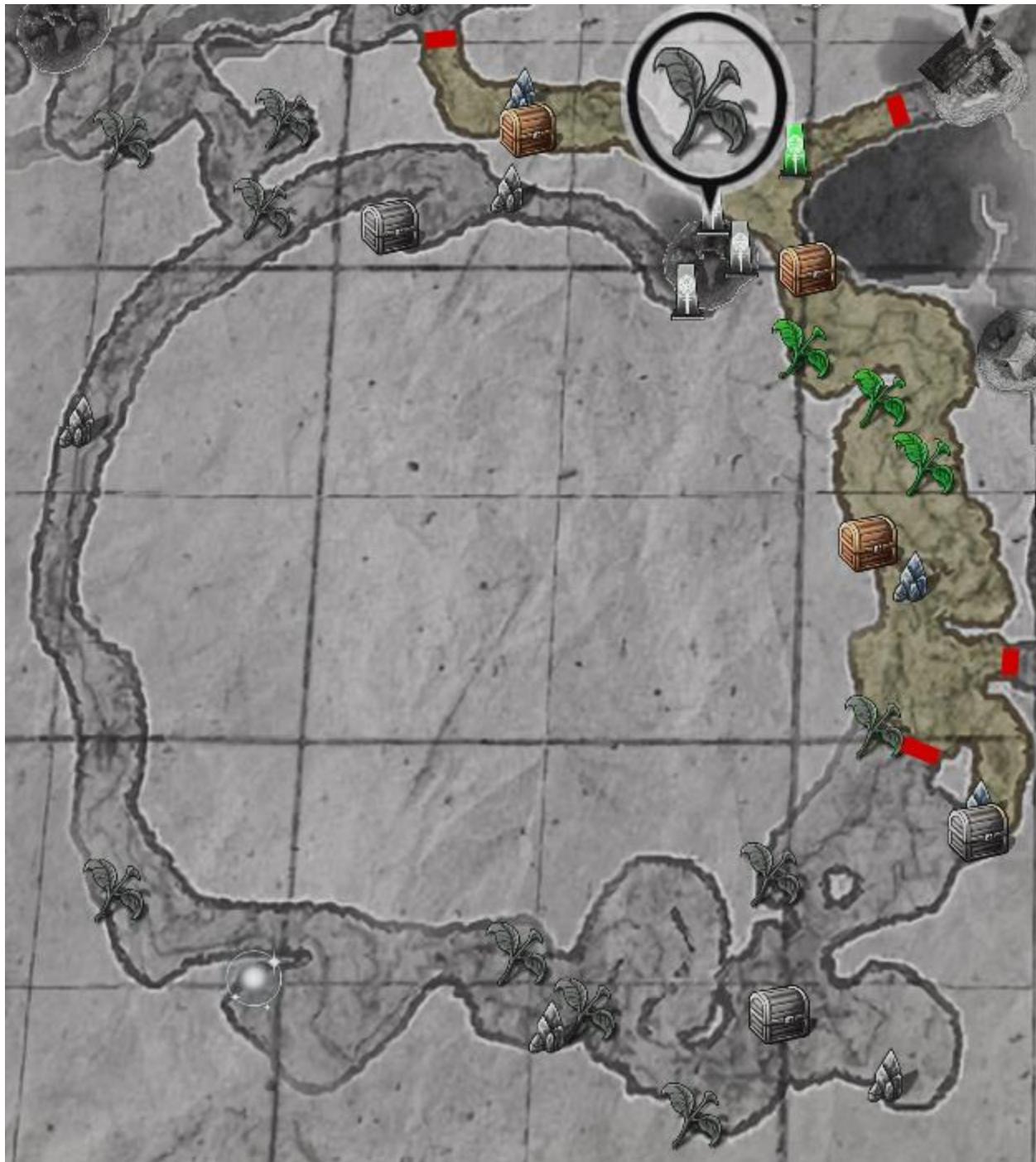
Push down a log to create a shortcut. You can regain **The Hidden Room** memory.

You'll be in a pretty large open area here; harvest the **Coal / Iron Ore** to the north first, then head east and southeast onto this higher ledge that we just passed. Harvest the **Wilted Flower / Rotting Leaf** from the top right first, then check out Adol's memory below it for **The Hidden Room** which will increase **Adol's base STR** by 1. Start heading west from there, and you'll see water to the northwest; don't worry about it for now, as the chest submerged underwater can't be accessed just yet. Instead, proceed south, but don't climb the hill to the west just yet! Head down the slope to the east and harvest the **Rotting Fruit / Rotting Leaf** above you first, then the **Coal / Strange Mass** to the southeast. Once you have those, proceed west and up the hill to **Gidona Crater**!

## Gidona Crater I

### Gidonia Crater

Enemies - Gidona Crater								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Bozowalla	7	96	66	19	7	21		Rotting Leaf, Fresh Leaf, Poisonous Organ
Fabros	6	140	39	13	10	17	Nothing	Brittle Bone, Sturdy Bone, Buffalo Horn
Floura	8	75	35	29	7	25		Wilted Flower, Rotting Leaf, Marl Flower



All right, we are very close to reaching the village here, but we just need to explore this area first. There are three exits in this area; ignore the one to the west and south, as that takes us further into the crater. We'll want to visit the two to the north, but first, check the Harvest Point to the far southeast for **Coal / Strange Mass**. Start making your way north, and you should find another Harvest Point directly ahead; get the **Coal / Iron Ore** from it, then move east and north up the hill. On the left is a chest with a **Roda Droplet**, so grab it, then go directly northeast to harvest some **Rotting Fruit / Rotting Leaf**. Continue north up the hill, and you

should see another Harvest Point on the ledge to the north/northwest; swipe the **Rotting Fruit / Rotting Leaf** from it, then move a bit northeast to a fork in the path.

You should see a ledge appear to your north; go on the northern side of it, then proceed northwest and open the chest here for a **Beast Fang**. Return to the fork, then head directly west and harvest the **Wilted Flower / Rotting Leaf**. From here, continue north, and you should come to one last fork, along with a green stone monument. Recover here, then go northwest here at the split. As you climb the hill, you should see a path branch off down the hill to the west; check here for a chest containing an **Emerald**. Go back to the hill and smash the Harvest Point along the northern wall for **Coal / Iron Ore**, then exit to the northwest to return to a familiar area.



Circle through Gidona Crater to reach the far side of the Forest of Dawn: Stream area, where you'll be able to lower drawbridges to create shortcuts back to previously explored territory.

## Forest of Dawn: Stream

We're now on the other side of the bridge we saw earlier! Harvest the **Coal / Iron Ore** here at the entrance, then open the chest to the northwest that we saw so long ago for **10x Yellow Stone**. Head east, and on the lower side of the ledge that forms, you'll find a Harvest Point that has **Wilted Flower / Rotting Leaf**; grab it, then continue as far east as you can to find one last chest; this has **Life Ring I** inside, so be sure to equip it!

Finally, go ahead and check out the controls on the bridge just above you, and lower it so you can have a shortcut back to the Forest!

### NOTE:

**Griselda's Map Rewards:** Now that you can reach the light blue monument just to the north of the Stream fairly quickly, head there now, then start teleporting your way back to Casnan. You should have just over 30% for your map, so visiting Governor General Griselda will net you **5000G**. You'll definitely need it for the next town!

With all of that done, return to the previous area.

## Gidonia Crater

Now that we have that backtracking sorted out, we can visit **Comodo Village**! Just head east past the green stone monument and go through the gate here to arrive!



**Proof of Life:** Disovered a settlement in the Great Forest.

## Comodo Village I

### Comodo Village



If you get caught sneaking, you'll have to try again. Reach the top of the village to regain the **Adol's Past: Comodo Village** Memory.

After a series of events, you'll regain control inside a building. Head outside, then zoom your camera out

as far as you can (move the left). Head to the lower-left, then watch for the man patrolling to stop at the torch, then head downward. When he does that, dash to the bridge that goes to the upper-left. Before the next platform, wait for the man here to look your direction, then take a step to the left; when he does, climb up the bridge to the next platform. The man here will do the exact same thing, so wait for him to turn, then climb higher up the bridges. The next platform has a man that doesn't move at all; just stay close to the edge of the bridges, and you'll be fine as you climb up to the next one. At the end of this platform lies another of Adol's memories... one that you actively take part in! This is the **Adol's Past: Comodo Village** memory, and recovering it will **increase Adol's base STR by 1**.

When you regain control, you need to talk to **EVERYONE** in the village, so check every nook and cranny, and visit every house, talking to those inside. If you hit everyone on the way up, the last ones to talk to should be a couple of women near where you found this memory. More scenes will follow after you've talked to them, ending the memory. It'll be located in your log as **The Forest Siblings**.



Talk to the men in the community center to gain important intel, after which Karna will join your party.

Back in the present, watch a few scenes, then once you regain control, make your way down a couple of levels for a few more scenes. Eventually, you'll regain control the next day, and will need to gather some intel. Leave Asad's house and go down a level to the community center, where you can talk to the guys here to learn of your next destination. As you leave, Karna will meet up with you and join your party! With Karna in the party, you now have an active Party Ability: Rare Item Drop Rate Up! Since each person has a different attack type, you'll have a chance at receiving more rare items!



Be sure to craft accessories and buy new weapons.

Now that you have access to the shops here, it's time to use up some of our fortune to better prepare ourselves! Just to the left of the community center is Saisen's Workshop, where you can craft accessories! You should be able to craft several of each of the items available, thanks to all of the Plant and Beast Materials you've accumulated, although whether you actually NEED most of these early-game accessories is... rather dubious. Some components, like Spider Webs and Beast Fangs, may be in short supply but you can visit Fleur two levels down to exchange materials toward them. We strongly recommend having a Life Ring I and Wanderer's Cloak on each party member; the former boosts HP by 100, while the latter boosts the wearer's STR and DEF a certain amount based on how many krimelye that you've traveled! (At the time of writing this, BKSTUNT traveled 113.56 krimelye, and it boosted each stat by 6. And it only goes higher the more you travel!) HAERAVON also hates Paralysis, so strapping a Thunder Beast Charm on everybody meant one less thing to worry about.

## Saisen's Accessories - Tier I

Blue Ornament

Obtain SP during aerial combos

Life Ring I

Max HP +100

Power Ring I

STR +5

Shield Ring I

DEF +5

Skill Ring I

SP Consumption -10%

Snake Amulet

Prevents Poison

Swallow Amulet

Prevents Heavy

Thunder Beast Charm

Prevents Paralysis

Wanderer's Cloak

Power depends on distance traveled

Warrior Seal I

Skill EXP Gain +1

Down two levels from the community center and Saisen's Workshop is Solio's Store; Karna's already has the best equipment available, so make sure to upgrade both Adol's and Duren's weapon and armor here to bring them up to snuff.

### Solio's Arms and Armor

Slasher

STR 44 / Poison 5%

Slasher DX

STR 63 / Poison 5%

Eagle Head

STR 41 / Poison 5%

Eagle Head DX

STR 59 / Poison 5%

Hunter Knives

STR 43 / Poison 5%

Hunter Knives DX

STR 57 / Poison 5%

Beast Leather

DEF 38

Beast Leather DX

DEF 55

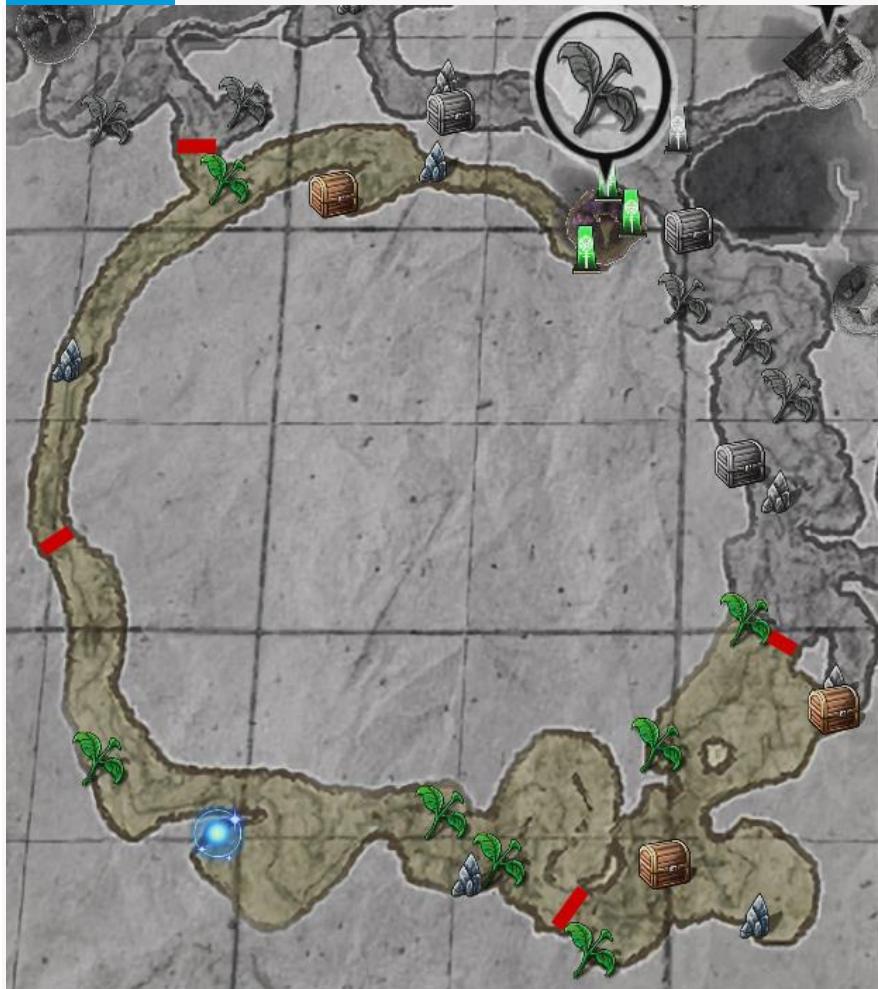
That's it for Comodo at the moment, so it's time to head to the next dungeon. Back to the [Gidona Crater!](#)

# Gidona Crater II

## Gidona Crater

### Enemies - Gidona Crater

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Blaybye	10	69	74	30	10	35		Damaged Hide, Sturdy Hide, Poisonous Organ
Floura	8	75	35	29	7	25		Wilted Flower, Rotting Leaf, Marl Flower
Selbanther	12	200	96	35	67	44	Nothing	Split Hair, Strong Hair, Beast Fang



Go ahead and make your way to the southern exit of the area to continue to the part of Gidona Crater that we haven't covered yet. From the entrance to the new area, check to your upper-left to be able to harvest some **Damaged Lumber / Sturdy Lumber**, then check to your lower-right to find a chest in the northeastern corner for some **Anti-Paralysis Powder**. To your southwest is a large boulder; check the eastern side of it to harvest some **Coal / Iron Ore**, then check along the western edge on the other side of the rock to find another Harvest Point, but with **Rotting Fruit / Rotting Leaf**.

Pass through the narrow path to the south to be at a fork. Go down the hill to the southeast first, and you'll be at another split. The dead-end to the west has a chest containing **10x Iron Ore**, whereas the dead-end to the east and south has a Harvest Point with **Coal / Yellow Stone**. Return to the fork up the hill, then start making your way west and south. Just before exiting, you should see another Harvest Point to your south; nab the **Rotting Fruit / Rotting Leaf**, then proceed west to the next area.

Follow the path, and as the path turns to the southwest, you'll be in a wide open area. Just to your west, below a rock and above a ledge, you can harvest **Rotting Fruit / Rotting Leaf**, and to the south of that, you can harvest **Rotting Fruit / Rotting Leaf** and **Coal / Yellow Stone** near the ledges. As you go west, the area will slope downhill and open up a bit. Go all the way south to the ledge, then check to the right for a Harvest Point with **Iron Ore / Silver Ore** available. Afterward, check to the northwest to find a large tree, where you can regain the memory **The Day of Departure**, which will **increase Adol's maximum HP by 10**. Continue following the main path to the west, and just after it turns north, look to harvest some **Wilted Flower / Rotting Leaf** in the small downhill area above you. Once you have it, head north to the next area.

As you head north, you should come across two Harvest Points, with a path that leads to another area at the second one; those points have **Coal / Iron Ore** and **Wilted Flower / Rotting Leaf** within them. Go ahead and take the northwest exit out of here, as it leads back to the Forest of Dawn: Stream area once again!



Search Gidona Crater to reclaim the Memory **The Day of Departure**, then lower another drawbridge to create another shortcut to the Forest of Dawn: Stream area.

## Forest of Dawn: Stream

Hey, it's the other bridge we couldn't lower from before! Well, now that we're on this side, go ahead and lower it for easy access to that portion of the Forest, once again. Make sure not to miss the Harvest Point to the northeast while you're here; you can get **Rotting Fruit / Rotting Leaf** from it. Once you've claimed all of its rotting gifts, head back to the Gidona Crater.

## Gidona Crater

Keep moving east, and when the path splits off to the southwest, head down there and open the chest you find for a **Catholicon**, a medicine that removes all status ailments! Continue moving east, harvesting the **Iron Ore / Silver Ore** along the way, and you'll eventually come to a green stone Monument outside of the **Ancient Burrow**. Recover and save, then head inside the burrow.

# Ancient Burrow

## Enemies - Ancient Burrow

Enemy	Base	LV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
<b>Damrahm</b>	14	71	45	29	24	35		Nothing	Damaged Hide, Sturdy Hide
<b>Egurge</b>	16	147	154	113	57	66			Cracked Shell, Sturdy Shell
<b>Jasraja</b>	14	213	76	53	43	55			Filthy Liquid, Clear Liquid, Beast Fang
<b>Masked Warrior</b>	12	953	97	68	415	0		Nothing	--
<b>Paashringa</b>	13	64	34	32	23	30		Nothing	Cracked Shell, Sturdy Shell
<b>Vesbinake</b>	16	415	169	56	163	66		Nothing	Damaged Hide, Sturdy Hide, Spider Web



Defeat the masked villagers to gain access to the Ancient Burrow. Inside, use Karna's knife throw ability to create a path.

As you enter, you'll be forced to face four Masked Warriors; they're a bit tougher than normal enemies, but you shouldn't have too many problems. Take control of Karna and use her EXTRA skill when they're grouped together to give you the upper hand fairly quickly.

Once they're down, watch the scene afterward, then examine the large cocoon to the northwest. You'll be introduced to Karna's Unique Action: the Knife Throw. Climb the hill just to the right of where you are now,

and while controlling her, press  to knock the cocoon down. We'll come across several of these in this dungeon; some we'll want to knock down, and some we'll want to leave up, so read carefully. Proceed to the next area.



Vesbinake enemies can inflict Heavy. Loot a chest for a **Slate Fragment** - you'll need to collect three of these to make it to the end of the dungeon.

Just above you is a Harvest Point; get the **Damaged Lumber / Sturdy Lumber** from here, then follow the path east to a fork. Go up the hill to the northeast and open the chest here for a **Warrior Seal I**, then return to the fork and keep going northwest to the next screen. Directly to your west is a **Honey Potion** inside a chest, so grab that, then go down the hill to the north, making your way west past the... \*shudder\*... giant pink spiders. Ignore the tiny exits marked on your map to the north for now; we'll come back to them in a moment. Instead, as the path turns from east to northeast, look for **Coal / Iron Ore** to harvest to your lower-right. As you near the exit here, check to the west for another chest; have Duren pick the lock to obtain the **Slate Fragment** before exiting the area to the east.

In this fairly straightforward area, make your way southeast, harvesting the **Coal / Iron Ore** along the way. Keep an eye out on a ledge to your lower-left, where you'll find **1000G** in a chest! Continue descending the long, winding path to find two more cocoons. Climb the ledge to the right and have Karna knock them down, then cross over them to the other side. Check to the far north for a Harvest Point with **Iron Ore / Silver Ore**, then head east to the next area.

Make your way north, and at the top of the "S" (if you look at your map, you'll see what I mean), you'll be able to harvest some **Strange Mass / Yellow Stone** to your lower right. From there, head all the way north to another Harvest Point, though this one has **Iron Ore / Silver Ore**. You can't get the chest to the right just yet, so continue west along the path, and you'll eventually come to a dead-end on a high ledge, with three cocoons available for slicing.

Slice down the first two, but **NOT** the third! If you do, it'll land on the chest blocking it. (If you happened to cut it down... shame on you. However, just go back to the previous area, then come back and it'll be available for plundering.) Once the first two cocoons are down, head back east a bit, then north into the water. With the water level risen, you can now proceed north and open the chest here for a **Swallow Amulet**. Recover and save at the green stone monument here, as we have a boss upcoming. When you're ready, enter the next area to take on the Melldrabie!

## BOSS FIGHT: MELLDRABIE, THE PURGATORIAL HORNET



Your best bet will be to control Karna from a distance. If your EXTRA gauge is already full, then just constantly run in a circle, throwing knives as you go to pile up enough damage and fill up the blue gauge to stun her.

If your EXTRA gauge isn't full, then have her hit once to build up your SP gauge, dash to the left or right two or three times, then do it again until the gauge is full, followed by spamming her Homing Knives to get the EXTRA gauge filled up.

Once she is stunned, **QUICKLY** switch to Adol and unleash his Sol Breaker EXTRA skill, as it'll freeze time while he's doing it, allowing the other two to pummel the queen in the meantime. (Karna's doesn't, and doesn't do nearly as much damage.) It shouldn't take much after that to finish wiping the floor with the bug.



Karna's range allows her to attack while avoiding most of Melldrabie's attacks. Be wary of the range on her sonic sting attack, and her plunging ground sting.

### MELLDRABIE'S MOVES:

She will launch yellow blobs at you; dash away from these, as they'll inflict the Heavy status. You CAN Flash Guard them, but you'll still sometimes wind up being inflicted with  Heavy. In particular, watch out for the third shot as the boss has a tendency to put it right in front of where you are heading.

She will momentarily look at the ground, then proceed to flip backwards, slashing upward; Flash Guard as her head goes up, or dash backward to avoid it.

She will fly high into the air, then speed down and plummet into the ground, becoming stuck; stay away from her shadow to avoid the downfall.

She will glow red, which will spawn a couple of Blaybys to assist; take the minions out quickly, then resume beating the queen.

After she returns from being stunned, she will transform to.... AHHH! Shades of Pictimos! That right there is enough to give me a nightmare! She'll be on the ground now and will chase you around.

She will slam down one of her claws onto you; guard or jump QUICKLY and hope for a Flash Guard/Move, as her arm moves WAY too quickly to avoid it.

She will slice at you with both claws from outside in; Flash Guard as her claws home in, or dash backward to avoid it.

She will send a shockwave directly toward you, in a line; Flash Guard as it's about to hit, or just jump to the side.



After defeating Melldrabie, you'll obtain the **Dwarf Bracelet**, an artifact that'll allow you to shrink and enter the various holes you've been passing through. Be wary, however, as normal-sized enemies are now monstrous, and will deal suitable damage.

With that nuisance out of the way, head northwest to the next area, which seems to be a dead-end. Open the chest to receive your first artifact: the **Dwarf Bracelet**. With this, you can shrink and make your way through the small passages we've been seeing! Be careful though, as your STR and DEF is reduced while you're in this form. Go to your Artifact menu and select the Dwarf Bracelet, then head northwest and through the mini-passage here. After going through it, you'll be back in the first area that you saw the small passages. There are two you can go through now, and they both lead to the same place! Go ahead and go through the middle of the three passages (just to the left of where you came from), as it'll be a bit shorter. In the center of the area here where there's a three-way fork, you'll find a Harvest Point with **Iron Ore / Cracked Shell**. Raid it, then start heading northeast, where you'll find another Harvest Point, but this time with **Damaged Lumber / Sturdy Lumber**. Exit to the north.

Super-size yourself for the moment so you can take out all the monsters, then harvest some plants from the three Harvest Points here: **Wilted Flower / Rotting Leaf** on the right, **Wilted Flower / Rotting Leaf** at the top, and **Rotting Fruit / Rotting Leaf** on the left. Next, re-shrink yourself and go through the northwestern path, following it to a dead-end with a locked chest; have Duren pick it for another **Slate Fragment**. Return to the last room and take the northern path now, which also leads to a dead-end, but with a Harvest Point containing **Strange Mass / Yellow Stone**.

Return to the room one last time and take the eastern path to the next area. Keep moving along the path, and after you pass the second ledge, take a step down and check to the left to find a chest containing a **Bitter Potion**. Continue east, and you'll eventually come to a fork in the path; ignore the northern exit for now, and continue southeast. Keep an eye out for **Iron Ore / Silver Ore** you can harvest just above the southeastern exit, then exit southeast to the next area.



Search chests to find the second and third Slate Fragments, then solve a puzzle to open a door to reach the end of the dungeon.

Return to normal size, then check the Harvest Point on your left for a **Strange Mass / Yellow Stone**. We can now finally access the chest we saw earlier! Approach the ledge to the west, then have Karna cut the cocoon down. Descend the hill on your right and cross it, then switch to Duren and have him pick the lock to finally obtain another **Slate Fragment**. While you're here, you may need to recover; you can return to the green stone monument from earlier, which is just to your left and north from here. When you're ready, re-shrink yourself and return to the previous small pathway.

You can now take the northern exit out of here - the one we skipped a bit ago. Just watch out for the full-sized Egreges here that can cut you down to size. You'll run into more in the next area; just return to normal size, take them out, then recover and save at the green stone monument you find here. Examine the door to the north, and you'll have your first Touch Puzzle! Take the three Slate Fragments you've found throughout the dungeon and drag them to their appropriate places to solve it.

#### NOTE:

The next boss hits pretty hard; if you're not level 16, I recommend teleporting to the previous green monument (Ancient Burrow: Mid) and fighting the enemies in this large area until you are. If you're more than 1 level behind, make a trip from there back to the entrance's green monument and back.)

When you're ready, enter the cavern to face the boss of the dungeon.

#### BOSS FIGHT: GLUCARIUS, THE GREAT SQUILLA OF EXTERMINATION



In its normal form here, you can't do any damage from the front or back, and you can barely do any damage to the sides. There are two ways to go about this fight; passively or aggressively. I say be aggressive, but if you don't want to, then just control Karna and constantly circle Glucarius, throwing daggers his way to charge up your SP and EXTRA gauges, waiting for him to roll up into a ball and start crashing into everything.

Aggressively, take control of Adol and stand right in front of him, timing your Flash Guards as the blows land, which gives you an opportunity for a couple critical hits at his exposed mouth before his guard is back up. Keep doing this until he rolls up into a ball and starts his mayhem crashing.

Once he is rolling around, either carefully time your Flash Moves as he's about to hit you to avoid them, or just madly mash the CROSS button to the sides, avoiding him as he comes toward you. After crashing into the wall several times, he'll get dizzy, then fall to the ground, becoming stunned. WAIT until he's all yellow, as he's not vulnerable before then, then unleash your EXTRA skill on him in his mouth region for major damage (preferably either Karna or Duren, as Adol's sometimes redirects to the sides of the beast.) You'll likely need to repeat this process before he goes down; just keep in mind that the next time he rolls into a ball when his HP is low, part of his body extends outward, making it MUCH more difficult to avoid, so timing your Flash Moves becomes even more critical.



Endure Glucarius' offense until it starts rolling around. Dodge until Glucarius staggers itself, then use an EXTRA skill to dish out as much damage as possible. Repeat the process, but be wary, as Glucarius will extend body parts outward, making it harder to dodge its rolling attack.

#### GLUCARIUS' MOVES:

Its mouth will glow yellow, then fire off several yellow orbs that cause Paralysis; quickly dash or Flash Move out of their way.

It will launch several boulders toward you; either position yourself between them (if you're far enough away), or Flash Guard/Move.

It will leap into the air, then come crashing down; this is fairly easy to Flash Guard, so try that, then deliver a few blows while its vulnerable. Otherwise, dash out of the way.

It will raise both arms into the air, then crash them down; this is also fairly easy to Flash Guard, so try that, then deliver a few blows while its vulnerable. Otherwise, dash out of the way. It will punch you either once, or with both arms alternately; unless you're already far enough away, these are pretty quick attacks and are hard to avoid, so try guarding and hope for a Flash Guard.

It will roll into a ball and dash at you; at first they're fairly easy to just dash out of the way, but when his body extends outward to take up more area, it's harder to avoid, so try timing for Flash Moves.

After the battle, watch several scenes that ensue. You'll eventually regain control in Comodo.



**Homecoming For Some:** Solved the mystery of the missing villagers.



# Comodo Village II

Karna has temporarily left the party, but no worries - she'll be back later. With the problems solved here, you can now do quests here in Comodo! The shop also has new weapons and armor, so be sure to upgrade while you're at it.

Head over to the community center and check out the board to unlock three new quests:

- [Sword Training](#) [URGENT]
- [A Fresh Meal](#)
- [The Monkey King](#)

You can now also make some significant progress with the free-form quests:

- [Charming the Animals](#)
- [Mouse's Information](#) [MISSABLE]

Make sure to **SAVE** before attempting [Sword Training](#), as it can affect two different trophies. Definitely don't want to botch it.

Do what side quests you want, after which it'll be time to continue on with the story, which means setting out for the [Misty Peak](#) area.

## Misty Peak

### Misty Peak

#### Enemies - Misty Peak

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Floura	8	75	35	29	7	25		Wilted Flower, Rotting Leaf, Marl Flower

To reach the Misty Peak area, leave Comodo Village and head west through Gidona Crater, exiting north to reach the Forest of Dawn: Stream area. Cross the river to the north via the drawbridge, then follow the river west to find an exit to the Misty Peak to the northwest.

Misty Peak is just like the Forest Labyrinth in that it's comprised of nigh identical areas that will repeat if you don't exit the right direction. Luckily for us, the right way is still pretty easy to find - we just have to exit via the paths that are going downhill.



To progress through the Misty Peak, always exit by going downhill. When you reach the end, you'll find an opportunity to set up camp.

- 1st area: Harvest the **Damaged Lumber / Sturdy Lumber** at the base of the tree to the northeast, then exit to the northeast.
- 2nd area: Watch the scene, then exit to the east, southeast.
- 3rd area: Exit to the south (not the southeastern exit).
- 4th area: Harvest the **Coal / Strange Mass** deposit to the west, then exit to the southwest.
- 5th area: Move south, then exit to the southwest.
- 6th area: Move west to find a blue Monument (connects to all the Forest of Dawn Monuments!), loot the **Damaged Lumber / Sturdy Lumber** harvest point nearby, then exit to the northwest.

With that, you'll be out of the maze and into the Algon River Basin, at a camp point. You know the drill: investigate the sapling to set up camp, then rest for the night to regain **The Sacred Beasts** memory. Once done, exit west to reach the [Algon River Basin](#) area.

## Algon River Basin I

### Algon River Basin

Enemies - Algon River Basin								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Gelog	9	122	59	29	12	30		Damaged Hide, Filthy Liquid, Clear Liquid
Hourun	8	99	39	36	14	25		Cracked Shell, Sturdy Shell, Indestructible Shell



Honestly, not much to this area. There are two new enemies, and some plants and minerals to harvest, but mostly you're just passing through.

Just to your left will be a Harvest Point; grab the **Wilted Flower / Rotting Leaf** from it, then make your way southeast, harvesting the rock along the wall above you for **Coal / Iron Ore**. Move south, then cross the small stream to the south to find another harvest point, but with **Iron Ore / Silver Ore**. Move a bit to your west, and you'll come to a wide open area. Harvest the **Rotting Fruit / Rotting Leaf** just off to your left, then take the southwestern path. Ignore the entrance to the Sacred Beasts' Lair when you get toward the end; instead, look for a chest to the north (on the right side of the waterfall) that has **20x Green Stone** inside!

Return to the open area and proceed north. After you cross the bridge here, you'll be at another fork in the path. The path to the east leads to the Forest of Dawn: West, but Duren won't let us go that way even if we wanted to. Don't worry, the enemies there are quite strong, and while there's a good grinding spot there, it's something that can wait for a bit. Instead, forage the **Wilted Flower / Rotting Leaf** Harvest Point on the left, then check out the dark blue stone monument here to the north.

#### NOTE:

**Griselda's Map Rewards:** After thoroughly exploring this area, you should have over 40% of your map uncovered. We recommend heading back to the exit of the Misty Peak, then warp your way back to Casnan so you can claim your next reward from Governor General Griselda. It will net you a whopping **7,500G** that will come in handy in Selray!

We're done with the basin here, so enter **Selray Village** to the north!

# Selray Village I

As soon as you enter the area leading to Selray Village you'll be given the same sort of "welcome" you received back at Comodo Village. Adol has that sort of effect on people, it seems. After a few scenes, you'll regain control in a hut. Examine the memory on the left to venture into Adol's past, and just like in Comodo Village you'll have to play through this one. When you gain control, leave Ozma's house and once outside make your way southwest into the building where the Spardas are kept. You really can't go anywhere else, Orza will draw you back if you try to go off the beaten path. Once inside the Sparda stables examine all three of the sacred beasts in here, then talk to Ozma once again. After a quick ride on one (and some more chatter), you'll return to the present. This unlocks the memory **Meeting Ozma** and will **increase Adol's base DEF by 1**.



Start your time in Selray Village by picking up the memory **Meeting Ozma**. After investigating matter, Ozma will join your party. Leave Selray Village and pick up another memory - **The River at Dusk**.

Back in the present, examine the door and say "**I want to see Ozma.**" to start the next series of events (they're not terribly receptive to your complaints of hunger, given the current circumstances). As with Comodo Village, you'll need to check out the entire village and speak to **EVERYONE**, so be sure to stop in at every building to chat with every villager you see, important or not. Once you've hit everyone, you'll automatically return to the center of town to discuss the situation, where you'll be grilled on what you've heard: the correct responses are all the bottom answers, for what it matters. Afterward, watch a few more scenes, which eventually leads to Ozma joining your party!

Now, before going to the next dungeon, let's take care of a few things. First, be sure to upgrade everyone's equipment, as the shops here have some excellent weapons and armor! You'll find the one-stop merchant you're looking for along the eastern edge of the town square, just northwest of the bridge that leads to the town exit. If you visit the blacksmith you'll also find that you have updated options for Reinforcing weapons and armor, namely that you can now use Beast Materials and Plant Materials to boost weapon/stats. The Boar Exoskeleton is particularly potent, as it boosts a weapon's Attack  +1, Absorb  +2, Critical  +2 and Freezing  +2 while on armor it'll boost Defense  +1, Recovery  +2,  +2 and Freezing  +2. You don't really need these upgrades yet (assuming you're playing on Normal difficulty) but they'll come in very handy soon. Something to keep in mind for later.

## Ray's Arms and Armor

Bronze Edge

STR 50 / Paralysis 5%

Bronze Edge DX

STR 67 / Paralysis 5%

Shark Fin

STR 46 / Paralysis 5%

Shark Fin DX	STR 63 / Paralysis 5%
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Azure Pain	STR 55 / Paralysis 5%
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Azure Pain DX	STR 74 / Paralysis 5%
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Scale Mail	DEF 43
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Scale Mail DX	DEF 60
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Selray will likely be the first place you'll notice that you're starting to lack funds for some of the nicer stuff, especially if you're working on getting at least one of everything (either for your own wishes, or for the **All the Things** trophy). A good moneymaker this early in the game is by selling Silver Ingots. Create as many as you can by Refining them from Coal and Silver Ore, then once you're out of Silver Ore, work on making more of it from your Iron Ore. It should be fairly easy to sell most of what you have in stock, while still having some left for later. Next, we'll mention one free-form quest that you can start now: [Zara's Tickling](#).

**NOTE:**

Just like with [Mouse's Information](#), there is another quest that requires you to visit someone several points throughout the game, resulting in a trophy. This time, it's for a little girl named Zara from Selray Village. She's in the Community Center, and unlike Mouse... she wants to tickle you! Letting her do so in various points throughout the game earns you the **Tickled Pink** trophy.

This is the first of eight different times she will do it, so make sure to talk to her before moving on.

With all that out of the way, exit Selray Village and when you're back outside, make your way east and ascend a ledge to find **The River at Dusk** memory, which will **increase Adol's base STR by 1**. That should be it for now, so head south back out to the Algon River Basin.

Once there you can head all the way to the southwest and enter the ruins here that we ignored earlier. After a scene, enter the [Sacred Beasts' Lair](#).

## Sacred Beasts' Lair

### Sacred Beasts' Lair

#### Enemies - Sacred Beasts' Lair

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Amnagan	14	192	119	80	54	50		Cracked Shell, Sturdy Shell

<b>Bibarmul</b>	11	122	68	46	13	35	Nothing	Split Hair, Beast Fang
<b>Pigbulb</b>	15	545	90	37	138	60		Damaged Lumber, Sturdy Lumber
<b>Rapshel</b>	12	121	59	145	32	39		Cracked Shell, Sturdy Shell
<b>Reppi</b>	13	78	73	44	29	44		Damaged Hide, Sturdy Hide, Clear Liquid
<b>Varchin</b>	11	1	113	0	5	0	Nothing	--
<b>Zogrom</b>	16	429	154	61	202	66	Nothing	Damaged Hide, Sturdy Hide, Frog Extract



Use Ozma's Spear Thrust ability to flood the first pool, which will allow you to reach some stairs and enter the Sacred Beasts' Lair.

Once inside head northwest to reach a body of water, beyond which are some stairs, which you can't reach just yet. After the party is done talking head northeast to find another pool of water, which you can dive into to learn about - and use - Ozma's unique action: Spear Thrust. With it you can break weak walls underwater, which will allow you to proceed in otherwise blocked areas. Switch to Ozma and have him take care of the wall to the northwest, flooding the first area and allowing you to climb the stairs to reach deeper into the Sacred Beasts' Lair.

Check out the blue stone monument just to your right, then move northwest to a four-way fork. Open a chest to the northeast for **10x Iron Ore**, then head all the way northwest into a new room. There are six chests in here; the one that you'll need Duren to unlock contains a **Slate Fragment**, while the others have the following: **Silver Ingot**, **Roda Droplet**, **Topaz**, **500G**, and a **Honey Potion**. Return to the four-way fork in the previous area and exit to the southwest.

Head downstairs to reach a fork. There's not much to the south, so make your way north until you reach a pool. Switch to Ozma, jump in the water and break the wall to the southeast to drain the water out of this room into the main chamber, which will raise the water level. Go through the hole you created to exit back into the main chamber and drop down onto some stairs, then head down and into the water. Follow the wall counter-clockwise to find a chest, which the higher water level allows you to reach. Loot it for a **Healing Tablet**, then continue swimming counter-clockwise to find a set of stairs which you can now reach. Ascend the stairs and exit through the doorway you find atop them.



Use Duren to unlock a chest to score a **Slate Fragment** - you'll need this to make it to the end of the dungeon. Use Ozma to break walls to flood the central chamber, and in one case, find a chest containing the **Silver Axe** accessory.

As with the last area, proceed to the north, where you'll come to a dead-end that requires Ozma's spear. Poke a hole in the wall to the west to drain the water into the main chamber, then follow the water west to reach an otherwise unreachable balcony where you'll find a chest. Have Duren unlock the chest to score a **Silver Axe** accessory which will boost rare item drops. Keep it equipped on your main damage dealer at all times! It'll especially come in hand after this dungeon when you're trying to farm Boar Exoskeletons...

Backtrack to the central chamber and swim to the northwest to find some stairs that'll take you back to the elevated four-way walkway. Exit to the southwest again and this time head south after descending the stairs, descending another flight of stairs and swimming through a pool of water. Once on dry land, turn northeast to find another pool of water, where Ozma can once again use his spear to free the water you're in and flood the central chamber. With the central room now flooded as many as it can be, you can now reach the stairs to the northeast, so exit back into the main chamber, drop into the water and swim over to those stairs. Atop the stairs you'll find a blue Monument and an exit. Make sure to heal up and save your game before venturing forth.

When you're ready, enter the room to the northeast and face off with the giant serpent that would just like to say hello!

#### BOSS FIGHT: VOLNAKE, THE SERPENT OF THE RAPIDS



Volnake is.... amazingly easy in comparison to our last couple of fights. (Which is pretty obvious if you look at his level, though his stats are high enough...)

For the battle, control Adol and release his Sol Breaker if you have it ready. Afterward, just spam Rising Edge on the giant snake, and he should fall fairly quickly.



While the Volnake doesn't deal much damage, if you get hit with part of an attack, you'll probably take multiple hits - the damage adds up quickly. That said, the water spouts are relatively easy to dodge, and you can easily get in close between attacks to dish out massive damage.

### VOLNAKE'S MOVES:

It will spit several orbs of water around you; Flash Guard or dash away. There are quite a few of them fired at once, so a Flash Move would be in your best interest.

It will spit several arrows of water, in a line from side to side; dash toward him and land a few blows while he's busy covering the ground with water.

It will spit several arrows of water, in a line directly at you; Flash Guard or dash away, as only one (maybe two) will even hit you.



After defeating Volnake you'll be able to grab the **Water Dragon's Scales** artifact, which will allow you to swim underwater. You'll need this newfound ability to score another **Slate Fragment**.

Easy enough. Continue north to the next area, where you'll come to a glowing chest that contains your second artifact: the **Hydra Scales**, which will allow us to swim deep and breathe underwater! Just press **X** to dive and **△** to resurface! Sweet! (We'll get to finally go treasure hunting once we're done with this place, as we have a few chests we've already passed that were submerged.)

Equip the Hydra Scales, then make your way back to the central area with all the water and dive down! Make your way all the way to the bottom, then check to the south/southwest, and you should find the chest that's been teasing you for a while: a **Power Ring I**. Now, while you're underwater, take a look at the northern wall; about 3/4 of the way up, you should see a hole you can swim through, so do so. In this area, take out the new enemies you see here (including that giant freaky frog), and open the chest to the north for a **Bitter Potion**.

Head back out to the main watery area, then return up the stairs to the southeast/east. At the fork here once again, we can now proceed east, so dive down into the water and make your way north to a fork. Instead of going south as the path goes, go north through the narrow hole here. Move forward and through the narrow path ahead, and when you reach the split in the path, go northeast first. You'll find a chest that Duren will need to pick; once he does it, you'll receive another **Slate Fragment**. Return to the fork and head northwest, coming to a dead-end. Have Ozma break through the underwater rock to the far north. Doing so will unleash a HORDE of Bibarmuls to come and attack you! Clear them all out, then open the chest for your just reward: the **2x Sapphires** they were guarding in the chest.



Swim under and over currents and smash some boulders to grab a **Skill Ring I**.

Return to the previous area, then take the southeastern path, which will eventually bring you back up to land and turn southwest to the next area. Cross the nice, serene bridge to the west -- wiping out that monstrous, overgrown toad along the way -- to the next area. Jump in the water here and swim to the bottom. Make your way north, but stay on the left side. As you go forward, look for a jet that will blast you to the right and back to where you were; to avoid it, float up and above it just a bit; if you get blown back by just going up, then you need to go further. To the far north, you'll see five large rocks; take out four of the five rocks, which reveals a chest containing a **Skill Ring I**. Destroy the fifth and final rock to have five more drop down, then only destroy two so that it forms a bridge above you.



Hide in cubbies to avoid the current and swim down the tunnel when the water is calm to obtain the third and final **Slate Fragment**.

Return to the water's entrance and head west, following the path as it turns north. Harvest the **Iron Ore / Silver Ore** as you come across it, then cross the rock bridge to the east. Take out another beastly frog, then harvest the **Strange Mass / Green Stone** to the southeast. Exit to the north from there. Hop down into the water once again, proceeding north to a fork. Head northwest first, watching out for another jet blasting toward you. For this one, you can either continuously move northwest, waiting for it to stop, which should give you enough time to get to the other side, or move northwest and stop in each alcove to the left or right, to avoid the jet. Either way, when you make it to the other side, switch to Duren and have him open the chest here to find another **Slate Fragment**.

Go back to the fork and move northeast, opening the chest on the left side for a **Power Tablet** before going north to the next area. Climb out of the water and head north just a bit, harvesting the **Strange Mass / Green Stone** on the left, and the **Iron Ore / Silver Ore** on the right. After going through another pool of water to your north, you'll find another fork and a dark blue stone monument. Exit to the northeast before checking out the large door.



Destroy a pillar with Spear Thrust to create a shortcut and use all three Slate Fragments to complete the puzzle.

There are two Harvest Points here to the northeast and east; check them out for **Strange Mass / Green Stone** underwater and **Damaged Lumber / Sturdy Lumber** to the right of it. Check out the large pillar to the east and have Ozma smash it; it'll tip over and create a bridge to the earlier areas. That's it for exploring the Sacred Beasts' Lair, so head back to the previous area and check out the large door. It's another touch puzzle, so go ahead and place the three Slate Fragments in their correct positions, then proceed inside.

Before the expected boss battle, you'll come across a giant fish that chases you!

#### BOSS FIGHT: ANGORABORAS, THE GLUTTONOUS TYRANT

《The Gluttonous Tyrant》

## ANGORABORAS



**PART 1:** For this first part, just swim away until you start seeing some of the bomb enemies (Varchins) appear on the screen; at that point, hit them so they explode a few seconds later, hopefully directly on him. Don't worry about damage; once his HP is depleted from the exploding Varchins, he'll retreat and you'll be fully recovered. Save if you like, then follow him through the hole he made to take him on, but on land this time.

**PART 2:** Most of the time, you'll just be avoiding attacks while waiting for the dingly in front of his face to be within reach. Once it is, have Adol use his Stun Raid repeatedly to build up its stun gauge. Eventually, it will become stunned; move in with an EXTRA skill to drop him of most of his HP. You should be able to take him out before he gets back up and around. If not, then take him on one more round.



Swim away from Angoraboras and use the Varchins to damage it. When it attacks you on land, evade it until it lowers its lure. Once Angoraboras is staggered, climb on its head and hit it with an EXTRA Skill.

#### ANGORABORAS' MOVES:

It will shoot several rocks out from the top of his body; just constantly dash around the area, and they will miss.

It will shoot several bubbles from its chin; just constantly dash around the area, and they will miss.

It will slam a fin at you once, leaving his belly open for attack for just a moment; try for a Flash Move, then land as many hits as you can.

It will bite at you twice, leaving his belly open for attack for a few moments; try for Flash Moves both times so you can land multiple blows.

It will dangle its belly in front of his face, baiting you to attack it; hit him a few times, but don't linger too long, as he WILL bite at AND swallow you and your party members for extra damage.

It will suck up a lot of water, pause for a moment, then launch it at you for major damage; this is pretty hard to avoid, but fairly easy to Flash Guard. Just guard as he spits, or jump away if you're not having luck there.

After the battle, move north and watch a long series of scenes unfold. You'll eventually regain control in [Selray Village](#).



**Pure Waters:** Resolved the polluted river dilemma.



## Selray Village II

After the events at Selray Village, Ozma will take a page from Karna's playbook and leave the party. Don't worry, he'll be back soon. Also, like with Comodo Village, you can now tackle some quests in Selray Village now that you've solved their problem. Head over to the community center and check out the board to unlock three new quest. Make sure to **SAVE** before trying them, as the first one's reward varies on how well you do!

- [Shopkeeper for a Day](#) [URGENT]

- [Seeking Moisturizer](#)
- [A Swarm of Black](#)

You can now also make progress with the following free-form quests:

- [Zara's Tickling \[MISSABLE\]](#)
- [Charming the Animals](#)

**NOTE:**

Make sure you complete [Shopkeeper for a Day](#) going back to Casnan City! As for [A Swarm of Black](#), on the other hand, we suggest waiting until after you return to Casnan City and Karna rejoins the party, as this quest will be much easier with three characters - we take care of this quest during the [Water Dragon's Scales - Looting](#) section of the guide.

With that, we are finished with Selray for the moment, it's time to return to Casnan City to proceed with the story. Yes, there is a lot we can explore, but being down to a party of two will make exploring a bit difficult, so we will postpone it for just a little while until we're back to three.

Leave Selray for another scene with General Leo, then head south back into the Algon River Basin. Proceed through it back to the light blue stone monument, using it to return to the entrance of the Forest of Dawn. From there the trek back to [Casanan City](#) should be a trivial matter.

## Casanan City II

Upon arriving, you'll automatically report to Griselda. Watch the scene (where you'll get paid for every 10% of the map uncovered, if you haven't come back to claim your rewards yet), then leave the Government Building for a few more scenes. When you're back at the inn you'll be prompted to select a memory to help you decide your next move: choose **The Tower** to proceed. When the next morning comes around, it'll be time to take care of some more quests! Go ahead and check out the Quest Board to pick up two new ones:

- [Challenge! \[URGENT\]](#)
- [Miners Wanted \[URGENT\]](#)

You can't really miss these quests, as you'll need to do them to proceed. Before you bother with them, however, make a stop behind the inn, as you can advance the free-form quest [Mouse's Information](#) by buying another morsel of info.



Visit Mouse for new intel twice during your visit to Casnan City. After completing two quests, Duren will come through with the information you need to proceed.

Return to the center of town after completing the quests for a scene, then follow the villagers to the northwestern gate for another scene, this time between Commander Leo and Karna. Commander Leo is

forced out of his comfort zone, and Panza and the townsfolk try to goad him into an act of daring. Gotta hand it to him, that's actually pretty brave, even if it's pointless in the end. Karna and Adol will catch each other up afterwards, and Duren will prove his worth, returning a **Well-Worn Notebook** to you. Looks like exactly what you needed!

The next day, Karna will permanently join your party! A full party and an objective! Not bad.

Before you head off, however, go buy another snippet of intel from Mouse to advance the free-form quest [\*\*Mouse's Information\*\*](#).

That's it for Casnan, so go ahead and make your way to the first light blue monument in the Forest of Dawn: East. Now that you can swim underwater, there's a good bit of loot you can get that was previously out of reach, which will be covered in the following [\*\*Water Dragon's Scales - Looting\*\*](#) section of the guide.

## Water Dragon's Scales - Looting

### Forest of Dawn Chests

There are three submerged chests we've come across so far, one in the Forest of Dawn: East and two in the Forest of Dawn: Wetlands. Now that you have the Water Dragon's Scale artifact, it's time to go back and get them!

- From the southeastern-most light blue Monument exit to the west, and in the next area you'll need to make your way south along the long winding path. There are two pools of water in this area, a northern one and a southern one - this chest is along the northwestern edge of the southern pool. Loot it to score a **Ruby**.
- Backtrack to the southeastern-most light blue Monument and use it to teleport north to the Forest of Dawn: Wetlands light blue Monument. From this Monument head northwest and stay on the lower path until you reach a fork, at which turn north. You'll eventually come to the pond; take out the enemies here, then jump in and loot the submerged chest to score a **Crimson Scale Charm**.
- Return to the Forest of Dawn: Wetlands Monument and from there exit to the south to reach the large swamp area that houses the Waterfall Cave. Make your way to the northern edge of the area, near said Waterfall Cave, clear the water outside and and dive to find a chest in the water just before the entrance to the Waterfall Cave. Open it for a **Risky Bandana**

### Comodo Village Quests

That's it for the chests, but there's plenty more to do before you attempt to cross the river. Most notably there are two new quests in Comodo Village and one in Selray Village. The quests in Comodo Village are easier and don't require you to tread new ground, so we'll deal with those first:

- [\*\*Crafting Materials\*\*](#)
- [\*\*The Runaway Chick\*\*](#)

## Selray Village Quests

Next up, it's Selray Village. When you return, Ozma will rejoin your party, which is good enough reason to return here. Yay! Also, you can pick up the quest [Super Weapon Test](#) here. Like the quest [A Swarm of Black](#) you picked up earlier, this quest will take you into a previously unexplored section of the [Forest of Dawn: West](#) area, so you might as well explore that section while you worry about these two quests.

Before you go running off, however, be sure to visit Zara again, because there's another instance of [Zara's Tickling](#) you can take care of here. Don't miss it!

And with that, we're ready to explore new areas, specifically the nearby [Forest of Dawn: West II](#) section. Enemies here are quite a bit stronger than you're used to, so your first trek might be tough. That said, this is where you'll be able to grind for Boar Exoskeletons, and once you're reinforced your arms and armor a few times things will get much, much easier. While there, you should also take care of the two aforementioned quests, as well.

## Jade Cave

### Enemies - Jade Cave

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Labadi	15	206	99	52	23	5		Damaged Hide, Sturdy Hide, Axe Tail
Rushiarbo	16	221	97	80	28	60		Cracked Shell, Sturdy Shell

## Jade Cave

This area only has two small sub-areas, but has plenty of Harvest Points to forage. Proceed east, Harvesting the [Strange Mass / Green Stone](#) along the way. When the path splits a bit to the lower area, head down there, making your way west. Harvest more [Strange Mass / Yellow Stone](#), then open the chest at the dead-end for a [Scale Mail DX +2](#). Head back to the fork and move a bit east, checking the two Harvest Points above you for [Damaged Lumber / Sturdy Lumber](#), and [Iron Ore / Silver Ore](#) to the right of it. Follow the path a bit more, and you'll find two more Harvest Points ([Damaged Lumber / Sturdy Lumber](#) and [Coal / Iron Ore](#)) to the far south before continuing east to the next area.

All that's here are four Harvest Points, so be sure to raid them. ([Damaged Lumber / Sturdy Lumber](#), [Strange Mass / Blue Stone](#), [Strange Mass / Red Stone](#), and [Damaged Lumber / Sturdy Lumber](#).) Otherwise, this is where the Vesbinake enemies reside if you've got the quest [A Swarm of Black](#) active.

With that, we're almost done with the Forest of Dawn as a hile. We'll come back later in the game when we can plow through the remaining blocked paths, chiefly in the Forest of Dawn: East. For now, however, it's time to move on with the main questline, which involves finding the Underground Ruins in the [Algon River Basin](#) area.

# Algon River Basin II

## Algon River Basin

### Enemies - Algon River Basin

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Crocle	22	2,880	245	181	1,408	101	Nothing	Sturdy Bone, Hard Scale, Titanic Bone
Gelog	9	122	59	29	12	30		Damaged Hide, Filthy Liquid, <u>Clear</u> Liquid
Hourun	8	99	39	36	14	25		Cracked Shell, Sturdy Shell, Indestructible Shell



The Algon River Basin area you're looking for is to the north of Selray, and while the area is mostly populated by the same enemies you fought in the southern part, there's also a Crocle here, which is notably more difficult than the other foes in the area.

Check the first Harvest Point to your right for **Wilted Flower / Rotting Leaf**, then head north and through the water. Once you're on the other side, look to your east in the center of the open area to find **Coal /**

**Green Stone** at the Harvest Point here. Move north and northwest from there to find two more: **Iron Ore / Silver Ore** and **Coal / Iron Ore**. Once you have all those, go just a bit more northwest for a quick scene. Examine the wall here, and you should see a 3x3 grid of diamonds...



Investigate the wall to find a puzzle, the solution to which is recorded in Adol's journal.

For this puzzle, you need to touch the diamonds in a way that replicates the pattern in Adol's Journal. To solve it, just touch the top, right, bottom, and left diamonds to unlock the door. When you're ready, proceed through to the [Underground Ruins](#)!

## Underground Ruins

### Underground Ruins

#### Enemies - Casnia Mine

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
<b>Bulb</b>	18	202	101	77	60	777		Filthy Liquid, Clear Liquid, Acidic Liquid
<b>Cobira</b>	19	137	159	48	150	83		Cracked Shell, Sturdy Shell
<b>Complerra</b>	20	225	139	87	38	89	Nothing	Brittle Bone, Sturdy Bone
<b>Guspoun</b>	22	822	191	81	573	101	Nothing	Fresh Leaf, Acidic Liquid, Bizarre Hide
<b>Hal-Bulb</b>	16	130	89	67	64	56		Filthy Liquid, Clear Liquid, Acidic Liquid
<b>Ka-Bulb</b>	14	93	76	57	25	40		Filthy Liquid, Clear Liquid
<b>Zorats</b>	18	94	51	38	98	67	Nothing	Brittle Bone, Titanic Bone

More amazing music!!! Follow the path, making sure to check out the dark blue stone monument here. Move forward a bit for a quick scene, then continue northwest to enter the depths of the Underground

Ruins. Proceed southwest, and at the first fork, take the path to the southeast for a chest containing a **Ruby**. Once you have that, it's time to go... \*groan\*... underwater. Equip the River Dragon's Scales and hop in, moving northwest through the narrow path. When you come to an open area, check to the northeast for some **Hunter Knives DX +4** inside a chest, then head back to the southwest and through the narrow path there.



The Spirit Cape will allow you to recover HP - even in dungeons! Use Karna's Knife Throw ability to lower a draw bridge.

Once back on dry land, continue southwest until you reach a fork; make your way southeast first, and you'll come to three chests and a massive beast. Open the chests for a **Roda Droplet**, a **Bitter Potion**, and a **Spirit Cape**, which you need Duren to pick the lock before you can grab. Be sure to equip this Artifact when nothing else is needed at the moment, as it'll help you recover your HP anywhere - even dungeons - as long as you're standing still! Might not be that impressive of a boon if you grinded for Boar Exoskeletons earlier and have Recovery  on your armor, but it's still nice to have! Head back to the fork, then switch to Karna and go up the stairs to the northwest. Have her cut down the chain to lower the bridge, then cross it to the next area.

In this next area, Harvest the **Strange Mass / Red Stone**, then switch to the Dwarf Bracelet and enter the crevice. At the fork in the tiny area, head north and northeast first, raiding the Harvest Point along the way for **Iron Ore / Silver Ore**. Once you're on the other side, switch back to normal size, Harvest the **Coal / Strange Mass** to the south, then take out the Guspoun and company. Climb up the stairs to the north and follow it to the next area, which is the bridge high above where you just were. Cross it, and you'll end up at a dead-end with **3x Hard Scales** in a chest.



You'll need to utilize artifacts found in both previous dungeons to continue, including the Dwarf Bracelet and the Water Dragon's Scales.

Return back to the fork at the tiny area and take the western path now, then Harvest the **Strange Mass / Blue Stone** to the right once you're on the other side. Take a few steps to the southwest, then clear out the monsters on this level before going down the stairs on the right. Check out the Harvest Point to the far southwest for **Strange Mass / Red Stone**, then enter the next tiny area to the northwest. There's not much in this area; just follow the path through to the other side.

You'll enter at a fork, so head southeast to another. To the southwest is a chest containing a **Bitter Potion**, and to the northeast is a dead-end where you had just seen a chest above you; have Duren pick the lock to receive a **Bronze Edge DX +5**. Return to the fork; we have three more paths to take here, so let's go northwest past the staircase first, as it turns northeast fairly quickly, leading to a chest with a **Ruby** inside. Head back to the fork again, and this time, climb the stairs to the northeast and equip the Hydra Scales. Have Ozma smash the wall in the water, then head through and follow the path all the way to another dead-end. Once you get the **Sapphire** out of the chest here, return to the fork one last time.

Head southwest from the staircase, then go through the doorway to the next area. Be sure to **SAVE** and recover at the dark blue monument. When you're ready, move forward on the bridge to take on the next big baddie.

### BOSS FIGHT: ELVARON, THE BLUE CAVALIER



A party of Adol, Karna, and Ozma is recommended; Ozma and Adol will be the main damage dealers for the first part of the fight, while Karna will be doing the rest during the second part of the fight. Ozma can also bolster your DEF while giving you the attack bonus for being in your party. You'll start off by hacking away at each of its four legs; use Ozma's Crag Burst to deal major damage to all four legs at once. Once they are all out of HP, he will collapse for a bit; take that time to unleash any and all skills and EXTRA skills on the red orb that is revealed at the front of its body. It'll take several tries to take it down completely, so once it stands up, repeat.

Once its HP is a bit under half, it will glow red and become more aggressive. Its legs' HP will now be gone, so you can only hit it while its red orb is in range. For Karna, it's **ALWAYS** in range, so switch to her and fire away with normal shots, and when you have the SP, blast away with her Napalm Shot. (Try to time a Flash Guard before firing the Napalm Shot for critical damage!) Keep at it until it finally crashes and burns to a crisp.



Use Ozma's Crag Burst to damage the legs, and when Elvaron falls, hit it with your EXTRA Skill. It'll become more aggressive once its HP are low, so finish it off with Karna, who can attack from a safe(r) distance.

## ELVARON'S MOVES:

Here are its attacks **BEFORE** it turns red:

It raises its right arm, then slams it down directly toward you; Flash Guard just as it hits, or dive to the side.

It twists its body, then slices from side to side with its right arm; Flash Guard just as his arm swings, or dive backward.

It jumps into the air, hoping to land on you; Flash Guard just as it lands, or run/dive away as fast as you can.

It will shoot flames from its left arm, but with a very short range; you can Flash Guard it if you're close, but since it's constant, better off staying back for a moment.

It leans back onto its back two legs, then launches a spiral attack from all four of its legs; it's somewhat hard to avoid, so try to Flash Guard a moment after his front legs hit the ground to negate damage.

Here are its attacks while its legs are out from under him:

It will raise its left arm up, then punch at the ground; Flash Guard just as it hits, or dive backward.

It will barely move its right arm, then slash at you; there isn't much prep time here, so Flash Guard just after you realize it's moving its right arm, or dive backward.

It will combine the two, starting with its right sword arm; try to time Flash Guards for both, as there is a delay before his fire arm slams down. Otherwise, dive backward.

Here are its NEW attacks **AFTER** it turns red, in addition to the old ones:

It will stomp with one of its legs; easy to Flash Guard, or just move away and fire knives with Karna.

It will stomp with one leg at a time, multiple times; again, easy to Flash Guard, but just stay away and attack with Karna.

It will lean back on its back legs, then launch a MASSIVE flame shot around the field; once it shoots, dive toward him and keep attacking, as the fire will surround him, albeit a few steps from his body.

After the battle, finish up and head northwest for some scenes, then exit the Underground Ruins to reach...**whatever lies on the other side of the river**.

# Tranquil Hill / Plateau Path

## Tranquil Hill

You'll surface into... a graveyard! Don't worry, this isn't Ghouls and Ghosts. There are no undead here. It's actually a pretty pleasant place. The kind of place where one might not mind being interred for eternity. Speaking of which, Karna will make a spooky observation. That's gotta be bad juju. You'll also acquire the memory **A Gentle Voice**.

That's it for here, so exit to the northwest to reach the Plateau Path.



**Closer to the Truth:** Successfully arrived in the Primeval Lands.



## Plateau Path

### Enemies - Plateau Path

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Boltani	22	177	148	98	55	106	Nothing	Split Hair, Strong Hair, Soft Fur
Egriz	30	4,370	348	289	1,953	154	Nothing	Split Hair, Strong Hair, Fierce Beast's Claw
Robutani	22	350	161	113	51	101	Nothing	Split Hair, Strong Hair, Soft Fur
Wonma	23	261	182	119	45	108	Nothing	Split Hair, Strong Hair, Hammer Beak



**NOTE:**

Remember that you can only teleport to stones the same color AND shape. The stone monuments on this side of the river are a different shape, meaning that it's a whole new set of stones you can teleport with; if you find a yellow one here, it will only teleport to yellow ones on this side, not the other.

There's not much to see in this first area, just some trash mobs, a yellow Monument and a **Coal / Iron Ore** Harvest Point. Ascend the switchback, watch a scene when you reach the top, then exit to the next area. Head northeast until you reach a fork, at which point kill some more Robutani and Boltani enemies, hack at the **Wilted Flower / Rotting Leaf** Harvest Point ahead, then exit to the east to reach the Stargazer Ruins.



The Egriz is a powerful foe, albeit one vulnerable to debilitations. Reclaim the memory **My Inspirational Father**.

## Plateau Path: Stargazer Ruins

Watch out for the deadly Egriz here, as he will tear you to pieces... unless you upgraded with Boar Exoskeletons earlier, in which case this foe is merely moderately dangerous. It has high damage output, but that really doesn't account for much if it spends most of the fight Frozen.

Go down the hill a bit, then head directly west, Harvesting some **Rotting Fruit / Chito Nut** along the way. Just to the west of it is another of Adol's memories: **My Inspirational Father**, which will increase Adol's base STR by 1. While you're here, harvest the **Wilted Flower / Rotting Leaf**, and open the chest for a **Warrior Seal II**.

On the eastern half of this area, you'll see two large raised hills (black spots on your map); there's a Harvest Point on the south side of each one; a **Iron Ore / Silver Ore** at the top, and **Rotting Fruit / Chito Nut** at the bottom. Once you have all of those, return to the Plateau Path.

## Plateau Path, Cont.

Return to the first fork of the area. Now, head directly north along the "middle" path, which goes north to the right of the first path. It should lead to another fork; continue north and east first to open a chest here for a **Shield Tablet**. Return to this last fork and go down the hill to the southeast, coincidentally to another fork. Go south / counter-clockwise and check out the three Harvest Points along the way; **Coal / Iron Ore**, **Wilted Flower / Rotting Leaf**, and **Iron Ore / Silver Ore**.

Head back to the last fork and head north / clockwise and continue north until you reach a branch; this is where the original northwest path would have led you, so get the **Rotting Fruit / Chito Nut** from the Harvest Point here, then continue north across the bridge. There is another yellow Monument here, so be sure to recover and save before continuing north to the **mysterious town in the distance**.

## Highland Town I

### Highland Town

After entering the town, watch a long series of scenes before you regain control of Adol in the house of your host at night. Check out the window to the upper-right to exit (how rude!), then head southwest for a quick scene. Follow the girl up the stairs and enter the chapel to take part in another memory, the **Eldeel and Leeza** memory. This one's a bit interactive, so search the two tables (each one has two searchable spots on it) then examine the globe to move things along. Once done, head upstairs and exit onto a balcony for some more chatter, which will end this memory, where more scenes occur.

Exit the building, then check out Leeza's house to the right. After you're done there, check the next building to the southwest and talk to Dario. Next, move southwest and check out the chapel for real this time. Once that's out of the way, the next place you need to check is the building to the far west/northwest of the village, which happens to be called Philemon's Workshop. After an inordinate amount of chatter, leave and head down the first set of stairs to the south to the lower level of the village. Head into the first building on the right, then talk to Werner, the man sitting at the bar. Lastly, leave and head all the way to the house furthest to the right/east and talk to Simon and Betty inside.



You can buy a variety of new arms and armor at the Highland Town. During the events at Highland Town you'll sneak out to loot your own grave.

You'll see a couple of scenes once you have visited every place in town. With that done, it's time to return to Adol's grave just before the Plateau Path. (If you want to visit any other places besides Highland itself [or grind for money], you will want to do so now, as you won't be able to for a little while once the story proceeds.) Head outside of town and use the yellow Monument to warp back to the Tranquil Hill, which is the area just outside of the Underground Ruins. Check the lone grave to the east of the Underground Ruins and after some chatter you'll find a **Notebook Scrap**, which mentions some "mask". After the scene here you'll automatically return to Highland Village.

Continue with the long scene here, then exit through the window as you did once before to be outside. **Make sure to stop at the shop and upgrade your equipment before you go.** Stop at Philemon's Shop to meet with Gazock, who can refine/reinforce/etc., while you're here. When you're ready, leave and head northeast of the chapel to approach the **Sanctuary of Storms**.

## Sanctuary Approach / Sanctuary of Storms

### Sanctuary Approach

#### Enemies - Sanctuary Approach

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Boltani	22	177	148	98	55	106	Nothing	Split Hair, Strong Hair, Soft Fur
Egriz	30	4,370	348	289	1,953	154	Nothing	Split Hair, Strong Hair, Fierce Beast's Claw

Robutani	22	350	161	113	51	101	Nothing	Split Hair, Strong Hair, Soft Fur
Wonma	23	261	182	119	45	108	Nothing	Split Hair, Strong Hair, Hammer Beak



Immediately to the north you'll find a new Monument - a dark blue one. These will be your waypoints for the next stretch of game, and they're reasonably common. Continue north and the path will split. Exit to the west to reach a dead-end, but note the hanging... uh... mass... above you. If only you could get a better angle on that, Karna could probably create a shortcut. Oh well. It's for a later date. Exit back east and continue north to find your first enemies and a **Rotting Leaf / Marl Flower** Harvest Point. The enemy types here are identical to the ones in the [Plateau Path](#), so don't expect too much out of them.

Head north and exit to the east to reach the next area to immediately find yourself at another fork. Head north and east first to find a chest containing a **Bitter Potion**, then head back south to where you entered.



Loot a chest to score a Life Elixir and reclaim the **Apprentice Apostle** memory.

From the area entrance continue south, then east, dispatching foes and looting a **Rotting Leaf / Marl Flower** Harvest Point. East of this you'll find another area exit to the north. Ignore it for now and continue east, looting two more Harvest Points (both also **Rotting Leaf / Marl Flower** Harvest Points) until the path turns north. Continue north to reach a dead-end, but be careful, as another Egriz appears. Once the beast is down, open the chest on the right for a **Life Elixir** (boosts max HP by 100), then check the memory at the far north to have Adol recover the **Apprentice Apostle** memory, which will **increase Adol's base STR by 1**. Lucrative little dead-end!

Backtrack to the west, then exit to the north to the next area. Harvest the **Rotting Fruit / Raparo Fruit** just to the northeast, then head directly east and up the small hill here for two more; some **Damaged Lumber / Sturdy Lumber** and a **Rotting Leaf / Marl Flower**. Climb up to the north, and you should spot a chest on the northeastern edge; it has a **Bitter Potion** inside. Continue climbing to the northwest, and you'll encounter the deadly Egriz once again. Fight or flee; either way, there is a Harvest Point with a **Rotting Leaf / Marl Flower** and a chest with **5x Purple Stones** inside.

Make your way south, then west, raiding the next two Harvest Points for **Coal / Iron Ore** and **Coal / Silver Ore** next to the dark blue Monument. Use it, then proceed north to find a suitable spot to set up camp, where you'll rest for a bit. During your rest in the tent, Adol will unlock another memory: **Peaceful Times**. Once you regain control, it's time to head into the scary part of the Sanctuary of Storms.

## Sanctuary of Storms

### NOTE:

Map completion is not affected here, so don't feel bad if you can't reach every edge and corner here without getting struck by lightning. Even if you just want the map cleared because the fog of war offends you (join the club, you're in good company) it'll be easier to do this later - for now, just focus on getting across the thunderstruck plains.

Time to test your mettle against the storm! Bravely head north, dodging lightning in pursuit of your goal and... well, it doesn't end so well.

Back at camp watch the scenes and Calilica will join your party! Her special ability, Thunder Sphere, allows her to throw a charge at various objects and activate them - the effects vary based on the mechanism, but in the upcoming dungeon it generally involves moving platforms. There are no monsters out here, so you may as well control her the whole time. For this area, keep in mind that you only have a few moments to travel from lightning conductor to lightning conductor after Calilica energizes them. If you get hit, you have to start over from the entrance to the area, even if you're a few steps from the Tower.



Your first trek into the Sanctuary of Storms doesn't go so well. Fortunately, Calilica will join your party and provide a means of traversing the storm-struck plains safely. Well... less suicidally, anyways.

Re-enter the Sanctuary of Storms, then follow these steps...

- Move northwest and energize the conductor here.
- Move northeast and energize the conductor here.
- Move northwest and energize the conductor here.
- Head north to the next area.

In the second area...

- Move northwest and energize the conductor here.
- Move northeast and energize the conductor here.
- Move north and energize the conductor here.
- Ignore the conductor to the west, and head north to the next area.

In this third and final area...

- Move northwest and energize the conductor here.
- Move northeast and energize the conductor here.
- Move slightly northwest and you'll reach the entrance of the Tower of Providence.

Use the blue stone monument here before entering. (If you get struck by lightning NOW, you return here instead of the start of the area.) You can still stop back at the Highland Town if you need anything; otherwise, continue into the [Tower of Providence](#)

# Tower of Providence

## Tower of Providence

### Enemies - Tower of Providence

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Gelgraga	26	602	172	262	121	127		Strange Mass, Green Stone
Inslape	25	814	182	114	139	121	Nothing	Strange Mass, Red Stone
Le-Vivuig	26	334	356	145	629	132	Nothing	Strange Mass, Silver Ore
Vivuig	24	243	320	132	382	114	Nothing	Strange Mass, Blue Stone
Vivuigol	28	460	394	159	1,176	141	Nothing	Strange Mass, Gold Ore
Zelsitu	26	761	289	160	1,507	141	Nothing	Strange Mass, Purple Stone

Move north to the elevator... that does not work. Well, it wasn't going to be easy anyway, so go ahead and start climbing the tower on your own. Just to your north you'll find a chest containing **3x Anti-Paralysis Powder**, so grab that before taking the western path. Follow it along to another fork, then move south until you reach a dead-end with two chests; the top one is a type of mimic (Vivuig) that will attack you, whereas the bottom one has a **Power Tablet** inside.



Use the Dwarf Bracelet to reach a chest containing a set of **Tactician's Gloves**.

Return back to the fork and head north, and once you cross the block bridge, have Calilica use her ability to raise a gold platform to your east. Before going there, stop on the massive platform just south of it (just to the north of the first chest you opened.) You'll be ambushed by several huge beasts; take care when you take them on, using Flash Moves to your advantage as well as ranged skills to quickly reduce their numbers. After they're taken care of, go back to the northern fork and head east. After crossing the

platform, you'll come to another branch; move northeast/east first and continue to a dead-end at the north. Equip the Dwarf Bracelet here, then continue along the tiny path to the northeast to eventually discover a chest with a set of **Tactician's Gloves**! Return to the last fork, then continue north and west up to the next area.

At the fork, head down and take a left, then have Calilica light up the object to the north to create a bridge to your northwest. Head up there and check out the chest... to find another mimic (an even stronger Vivugol), then follow the southern path to another dead-end, but with an actual treasure this time: a **Roda Droplet**. Return to the first fork and board the platform to the right; wipe out the Inslapes, then have Calilica energize the platform to have it rotate.



Use a switch to move the floor around, then stand on a pressure plate to create walkways to all paths.

Exit to the south, then have Calilica energize the two objects in this area; the one to the east lowers a gate, while the one to the south summons a platform (though it still needs raised by another switch.) Return to the platform and have Calilica spin it once more, then exit to the east. Move north at the fork here and step on the golden button at the dead-end; this allows the platform to extend enough to access the prior areas without having Calilica spin it. Head south and east to an open area; slay the baddies that ambush you, then have Calilica energize the object to the south to raise the platform that we made appear moments ago. Return to the platform and take the southern exit, following the path to the new dead-end with the chest for an **Azure Scale Charm**. With that in hand, return to the platform and take the eastern path once again, following it all the way up to the next area.

You'll run into some Gelgrargas here; have Duren or Calilica easily take them out, then have her energize the object to raise some more platforms to act as a bridge. Move to the far south, and you'll see quite a few things to the northeast. The connected path leads to another mimic, so take it out if you like. Before doing anything else right here, head east, and you'll come to two dead-ends; the southern one has a mimic, and the northern one has a **Bitter Potion** in a chest. Now, return to the objects and panels, then have Calilica energize the two objects closest to you; don't energize the one on the far left, as it will just lower one of the platforms you already raised. On the right side of the platforms you just raised, open the chest for **3x Catholicon**, then go claim the treasures in the two chests you can now reach for... another mimic, and a **Cerise Cape +8** that'll fit Calilica or Karna nicely! From here, follow the winding path as it goes clockwise to the next area.

Move north, then open the chest to the northwest for an **Emerald**, then return to the fork and head southeast and southwest to a blue stone monument. Recover and save, then attempt to cross to the southeast to face the first boss of the tower.

## BOSS FIGHT: KRELL-EMECIA, THE GUARDIAN OF THE STORMS



You must attack each of the four Litonileah that are stationed around the edges of the area. Sadly, once you get too close to each one and attack it, they put up a shield that pushes you away. You can still hit them then, but it's not nearly as easy, so it's recommended to dash back and forth between them, hitting each one a few times before moving on to the next. It's hard to stay in one spot, as Krell-Emecia is constantly blasting you with lasers while you fight. Ranged attacks like Karna's Napalm Shot (and normal attack) or Ozma's Crag Burst will do the most damage. Once all four of them are down, Krell-Emecia will be disabled.

As for Krell-Emecia's attacks, they are pretty easy to Flash Guard / Flash Move, so I strongly recommend trying to time Flash Moves so you can get some extra hits in on the Litonileahs.



Destroying the Litonileah will leave Krell-Emecia vulnerable, but you'll need to move fast to hit them, as they'll protect themselves. Try to score Flash Moves by dodging Krell-Emecia's attacks to slow down time and provide ample opportunity to take down the Litonileah.

### KRELL-EMECIA'S MOVES:

His arms will glow green and he will shoot a green beam at you, which circles around the area; time a Flash Move as it hits.

His arms will alternate going from down to up, firing off a green beam directly at you; time a Flash Move as it hits.

He'll put his arms together, then they will glow blue and fire a beam at you; time a Flash Move right as you see the arm glow blue and start flashing.

An orb will start glowing blue under him, then will fire out four blue beams; defend or time a Flash Guard if you can.



For defeating Krell-Emecia you'll obtain the **Gale Shoes**, which will allow you to run up sheer walls and, importantly, dodge the attacks of Krell-Emecia when it returns to assault you.

After the battle, open the chest that appears for the **Gale Shoes**. With these, you can now dash and climb up steep slopes by holding the button! Excellent! Our first order of business is to grab a treasure that was up a steep slope earlier, so equip them and return all the way back to the very first area. Once you're there, return to the central platform and dash to the north, and you'll climb up that slope and arrive at five chests. Be very careful, as four of them are mimics that can quickly slaughter you. (Going up there with Karna's Extra Skill ready may be your best bet.) So take them out, then have Duren unlock the remaining chest to obtain the **Warrior Seal III**. Once you have that, return to where you fought Krell-Emecia.

Make your way southeast, then follow the path; open the chest to the south when you see it for a **Celctan Panacea**, then move east to the next area. Out here, dash up the ramp while avoiding the laser shots from Krell-Emecia, then you'll likely be interrupted by some Fildabals several platforms up. Take them out, then continue dashing up the side of the tower until you reach the top of the outside. Open the chest to the southeast for a **Kaiser Potion**, then re-enter the tower.



Use a switch to deploy some time-sensitive platforms. Fall off once to reach a chest containing a **Life Elixir**, then use the Gale Boots to get past the platforms before they collapse.

Take a few steps forward, then open the chest to the east for **5x Purple Stones**, then head up to a somewhat dead-end area. Energize the object by the northwestern dead-end to change the platform structure. Now, you only have a few seconds to cross all of the platforms before they disappear; this is good in the way that you can discover another treasure by falling at a specific point, so energize the gold platforms, then run normally (don't dash), and you should land on a raised platform with a chest. Open it for a **Life Elixir**, then jump down and take out the Zelsitus. After the fall, just head to the east, step on the gold circle to call the platform, then head back up to try again.

To make it across successfully, energize the golden platforms, then DASH across them to the other side, not stopping until you ascend the steep wall and are safely on the other side. From this fork here, go northwest to be on the outer circle, then head all the way northeast and east to a dead-end with several treasure chests (and Zelsitus.) Open them for **3x Anti-Paralysis Powder**, **2x Sapphires**, and **2x Skill**

**Tablets.** Take a few steps back west to the fork we just passed, then head south, east, and southeast to the next area.

Head west a bit to a fork; go southwest first and energize the object here, and it will lower the gate to the north. However, traps are then released as well, so you only have a moment to get there. DASH to the north and try to avoid the spiked balls; it may take several tries, but once you're on the other side, take out the enemies and have Duren open the chest for a **Prism Mace +6**. Step on the golden circle to the right to permanently lower the gate and disable the traps, then return to the first fork in this area. Head northwest and along the circle here, and you'll come to another object to energize (after several ambushes along the way.) The gate to the northwest will be lowered after energizing the object, so head back and go through it, then continue northeast to the next area.

Continue along the path, and you'll come to one last blue stone monument; recover and save, then head to the far north for a **Roda Droplet**. Once you have it, return to the monument and enter the center of the area to your left to take on Krell-Emecia one last time.

### BOSS FIGHT: KRELL-EMECIA, THE GUARDIAN OF THE STORMS

Time for a rematch! Krell-Emecia is finally going to face us like a... robot. This boss actually has two distinct forms. The first is the giant robot form you will initially fight, and the second is the central orb that houses the consciousness of Krell-Emecia.

An efficient party for the fight would be Calilica / Karna / Duren. The first form is fairly easy and you can see its attacks below. Hit and run tactics are the best here, although you can get away with prolonged attacks if you pay attention. You are going to want a character with wide attacks and wide specials to take on the first form of this boss, as not only can you hurt the boss but you can actually hurt (and destroy) each of its arms. Granted, it will eventually summon new arms back, but if you can destroy them while attacking the main body you may as well!

Your newest party member, Calilica, is well suited to this boss. Her wide attacks will not only damage the boss but chip away at the arms while skills like Gigant Hammer will utterly destroy everything before it (just be sure you are up close to the boss when you use it).

After you take out the first form, you'll move on to the second. This form attacks in a set pattern: first it will use its rapid fire attack, then its spin-dash attack followed by another round of rapid fire, and lastly a massive beam attack. It is extremely hard to hurt it until you get to the post-beam phase due to how mobile the boss will actually be. Sure, you can use Karna's Homing Knives if you wish but it's often better to focus on not getting hit then settle for minuscule damage. After the beam attack, you will be able to really lay into the boss. This is the best time to use your characters special attack and skills. The boss will just keep repeating this attack cycle until it is destroyed. You can expect to take away around 25% of its total health per cycle (50% if you use a special).



In your second fight with Krell-Emecia, use area-of-effect attacks like Gigant Hammer to damage your foe and its arms. Once the core is liberated from its larger body, dodge its attacks until it uses its beam, then nail it with your EXTRA Skill.

#### KRELL-EMECIA'S MOVES:

Here are its attacks before it... becomes a small annoying orb:

He will propel himself at you like a jet. Very easy to dodge, but pink electric orbs spread out when he runs into the wall. Dodge around to his flank and counter-attack.

He will often punch at you, causing his arms to glow bright orange. The punch has a long wind-up, so you can often Flash Guard as it hits. The last punch makes the beast pause, so use this time to pour on the damage.

When his arms glow green, he is about to spin around in a circle. Dash away to be safe!

When he raises his arms in the air, he's about to smash them down, creating a shockwave around the impact area. Guard or dash away.

He will raise his back pieces and shoot off lightning bolts which land around the arena randomly. He uses this attack fairly rarely when he has arms, and more often when he doesn't. The start of this attack can also push you backwards.

Here are its attacks after it becomes a small orb:

Remember that its attack mode in this form goes: Rapid Fire, Spin, Rapid Fire, Big Beam.

Its first attack is the rapid fire mode, where it will spit out a series of bolts, dash away, and spit out more bolts. Keep on the run and you'll be ok.

The second move will see the small orb stop in-place and power up, then dash straight at you. He will do this multiple times in a row. You can Flash Guard this move if you are quick, or you can just dash away to stay safe.

Its final move is its strongest. It happens at the end of the Rapid Fire, Spin Dash, Rapid Fire cycle: it will stay in place and charge up, then spit out a MASSIVE blue beam. Dash as soon as it fires and approach the orb. You won't be able to get to the orb due to the blast shockwave, but once it stops you can finally get some good time in to hurt the orb.

Continue onward once you have destroyed the boss and use the elevator to reach the top of the tower. Head north to the doors to see several scenes. You'll meet Eldeel here and will have some dialog options before having to depart back to Highland.



**White Wings:** Reunited with Eldeel at the Tower of Providence.



Use the elevator here to descend to the lower floors, then use the next elevator on the right to head down to the bottom of the tower. You now have a shortcut from the first floor to the top of the tower! We need to head back to [Highland Town](#) now, so use the blue stone monument to warp back to the Sanctuary approach near Highland Town and exit south to reach your destination.

# Highland Town II

## Highland Town

### Enemies - Ancient Burrow

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Masked Soldier	28	3,290	272	205	4,064	0	Nothing	--



Defeat the Masked Warriors, and after many ensuing scenes Calilica will permanently join your party and you'll obtain the **Golden Wing** artifact.

Once you get to Highland Town, move south and you'll end up in a fight four Masked Soldiers. There is no denying it: this is a tough fight. Going toe-to-toe with these soldiers will likely get you killed, so use hit and run attacks to wear them down and focus on killing them off (Calilica's Gravity Sphere and Adol's Stun Raid are good choices here.) They've got a ton of HP, so be patient. Again, if you enhanced yourself with Boar Exoskeletons this will be much easier, as the Absorb  and Recovery  modifiers on your gear will shift what is inevitably a battle of attrition more in your favor.

Once you are victorious you'll get a ton of dialog to read through, including many (often ham-fisted) revelations. You will eventually get through it and claim the **Golden Wing** artifact, which lets you warp to ANY monument. Wow! Just press  to bring up the map, then use the  to switch to the WARP menu, where you'll be able to select any Monument you've discovered and warp to it from anywhere. Nice!

After all that story fallout Calilica will permanently join the party, and you'll finally be able to undertake quests in Highland Town:

- [Unleashing Artifacts](#)
- [Purchasing Silver](#)
- [Wayward Guardians](#)

In addition you can now advance numerous other free-form quests, including:

- [Mouse's Information](#)
- [Charming the Animals](#)

- **Zara's Tickling**

If that's not enough, there's also a new free-form quest you can start now: **Mishy's Hide and Seek**.

Of course, Highland Town isn't the only place with new activities: You can also pick up a new quest in Comodo Village:

- **The Naughty Chick**

...and in Selray Village:

- **Hyper Weapon Test**

Complete all these quests before moving on, as many of them (especially the free-form quests) will expire by the time you reach the next town. Speaking of which, it's time to head there now. Fast travel to the dark blue Monument in the Sanctuary of Storms, just outside the Tower of Providence, then exit to the west to reach **Table Mountain**.

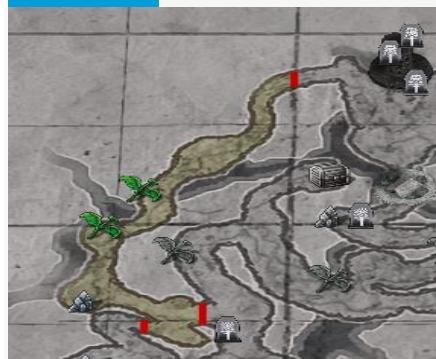
## Table Mountain

Table Mountain is technically comprised of four sub-areas: Summit, Halfway Point (which spans at least half of the length of Table Mountain), Camp and finally Base. Unlike many of the Forest of Dawn areas, they're not really distinct enough to deserve their own pages, nor is your exploration of them broken up in any way.

### Table Mountain: Summit

#### Enemies - Table Mountain

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Brancha	27	310	222	186	67	134	Nothing	Damaged Hide, Sturdy Hide, Spider Web
Gemelon	28	835	287	176	918	141	Nothing	Brittle Bone, Sturdy Bone, Sturdy Hide
Rabee	26	264	155	119	59	127	Nothing	Split Hair, Strong Hair, Fluffy Fur



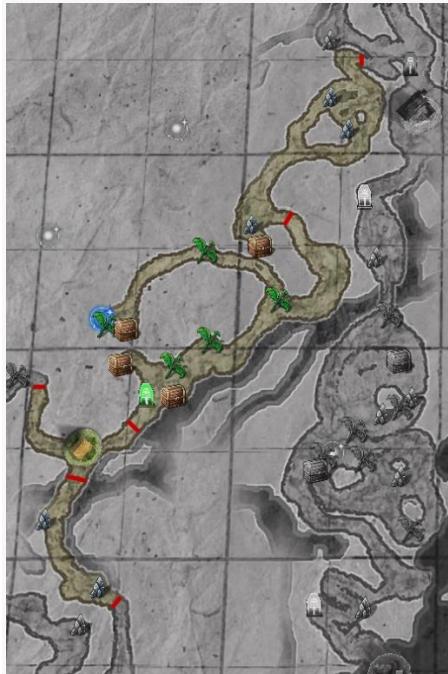


Use Karna's Knife Throw ability to create a shortcut.

Head down the slope and battle the Rabee you find. That slope looks perfect for sledding! Keep your eye on the left side as you descend for a **Wilted Flower / Fresh Leaf** harvest point and continue south. At the tree, note the **Damaged Lumber / Sturdy Lumber** and fight the new Gemelon enemy. It will try and pick you up with its tongue to hurt you, but it is more annoying than dangerous. Ugh, tongue saliva... continue south killing enemies, but right as you turn east, harvest the **Strange Mass / Yellow Stone**. Once you have it, head all the way east and southeast -- ignoring the exit to the left for now -- and use Karna's Throw Knife ability to open up a shortcut back to the southern end of **Sanctuary Approach**. Very handy! Once that's down, go ahead and descend to the west to the next area.

Head south and fight the enemies in the open area. To the left is a **Coal / Iron Ore** harvest point near another Gemelon and a **Coal / Silver Ore** harvest point below it. There are two paths from here to continue down to the south. Explore both of them, as they each lead you to the same place. As you head south, you'll fight more enemies, but you can find a **Strange Mass / Yellow Stone** harvest point down here, as well as an exit to the right. Be sure to grab the chest to the south first though for **5,000G**, then exit to the right.

## Table Mountain: Halfway Point





Search a dead-end to score a **Blue Tree Earring** and the memory **Mr. Popular**.

Continue south and fight your way to a split in the path. There is a **Wilted Flower / Fresh Leaf** harvest point here. We now have to choose whether to go north or south. Head north first, since it is a dead-end. Kill the enemies along the way and look for a **Rotting Fruit / Chito Nut** harvest point. Beyond that, fight your way to an open area and kill all the enemies there. At the dead-end, look for another harvest point, this one yielding **Rotting Fruit / Raparo Fruit**, as well as a locked chest containing a **Blue Tree Earring** and another of Adol's memories, titled **Mr. Popular**, which will **increase Adol's base DEF by 1**.

Head back to the split in the path now and make your way south. Here you'll fight some Rabee, Brancha and Gemelons. Follow the upper wall as you head west to find two harvest points: a **Damaged Lumber / Sturdy Lumber** north of the Gemelons, and another **Damaged Lumber / Sturdy Lumber** just to the west on the upper path. Continue south and stick to the southern wall for a chest with **10x Gold Ore**. Go kill the Brancha nearby and check the northwestern path for **5x Red Stones**. Now that we have all of that, save if you wish, then take the southwestern exit to continue.

## Table Mountain: Camp / Base

This next screen is a camp; set up a tent and view the scenes to unlock the **Black-Winged Assailant** memory. Once you regain control, there will be two exits on this screen. The one to the left leads to the Ashen Forest, while the one to the south leads to the Subterranean Forest. We'll visit both eventually of course, but let's head to the Subterranean Forest first. Exit to the south and check the left side for a **Coal / Iron Ore** harvest point. Fight the Brancha you encounter, then at the bottom of the hill is one last harvest point with some **Cracked Shell / Iron Ore** materials. Take the exit to the east when you're ready to enter the **Subterranean Forest**.

## Subterranean Forest

### Subterranean Forest

#### Enemies - Subterranean Forest

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Bonpeet	28	286	209	159	366	145		Damaged Hide, Sturdy Hide, Beast Fang

<b>Pitol</b>	28	322	258	195	374	141		Cracked Shell, Sturdy Shell, Beast Fang
<b>Rudorian</b>	29	479	176	123	368	147	Nothing	Damaged Hide, Sturdy Hide, Monstrous Talon



This area is pretty neat with laid-back music. Head south to the next area to meet a bunch of new enemies. The first is called a Pitol and is little more than fodder; he will try to charge you but is easily taken down. Next up is a flyer: the Bonpeet. His shots will actually curse you, which makes enemy attacks always critical; thankfully, the shots are easy to avoid.

After heading in for a bit, you'll meet the horrific Rudorian. Their body is pretty much all mouth... terrifying. They will try to grab you and bite over and over, so remain mobile and use skills to finish them quickly. On the plus side they drop the Monstrous Talons, which are useful for reinforcing arms and armor, as they add Poison  +2, Paralysis  +2, Burning  +2 and Freezing  +2. Probably not worth replacing your Boar Exoskeletons with, but still worth noting.



Rudorians can drop the useful Monstrous Talon beast material. Recover the memory **A Familiar Stranger (1)**.

After encountering the first Rudorian, check the north wall for a **Coal / Nocturnal Mushroom** harvest point. Head west, killing two more Bonpeet. Past them is a **Damaged Lumber / Nocturnal Mushroom** harvest point. Continue south defeating enemies until you head west. After moving a bit more, skip past the northern exit; it leads to the Ashen Forest, and we'll be going here soon enough.

Continue west to a **Coal / Iron Ore** harvest point and carry on. There will be a 2nd northern exit soon; we'll get to it in a moment, but head west for now. There is a dead-end here with several enemies, a **Damaged Lumber / Nocturnal Mushroom** harvest point, and a light that Adol can touch for the **A Familiar Stranger (1)** memory, which will **increase Adol's base DEF by 1**.

After getting the memory, fight your way east and take the westermost exit to the north. Hit the Monument and save if you like, then head north to reach [Danan Village](#).



**A Storied Village:** Locate the underground village of Danan.



## Danan Village

When you arrive you'll get an awful lot of scenes with much revelatory chatter. Afterwards you'll be free to explore the town; there are several good scenes to be had just by exploring, even though they are all optional. You can't do any shopping yet, but you can advance the free-form quest [Mishy's Hide and Seek](#).

Once you are ready to continue the story, enter the Elder's house, which is the smaller house near the top of the city. Enjoy the scenes and revelations! The Elder will go take you to see a treasure at some point; don't get too comfy though, as a fight is about to commence! (At which point, Frieda officially joins your party!)

### BOSS FIGHT: SOL-GALBA, THE WHITE GALBALAN



Sol-Galba doesn't have many tricks in this fight. I mean, remember this is a flying dragon-ish monstrosity we are talking about, yet in this fight all he does is stand in place and use ranged attacks (which you can see below).

Needless to say, Sol-Galba isn't really giving his all in this fight, but that's OK. He only has four attacks, one of which is merely a "get away from me" move, so learn the threats here and get to work. Use a character with a powerful single-hit skill that you enjoy as you will need to be able to run away from Sol-Galba's feet at any time. That being said though, if you spread out from your other party members, you can occasionally get lucky and have Sol-Galba focus on them which lets you keep attacking (don't count on it, but be thankful when it happens!).

There's really nothing left to say about this fight. Check the beast's moves below and hit it with all you got. Heal when you get under 300 HP to be super-safe.



Defeat Sol-Galba, after which Frieda will join the party.

#### **SOL-GALBA'S MOVES:**

It will smash its hands against the floor and cause lines to appear. Milliseconds later, anything touching the line will be hurt. This is one of those rare times when walking SLOWLY during an attack can save you, as you don't want to run into a line. Sol-Galba will rotate this attack based on who he is targeting, which as we mentioned earlier may be a very good opportunity to punish him extra for.

Sol-Galba will spit fire at someone. This in and of itself is really easy to dodge (the fire is fairly slow), but several smaller fireballs will break off and home in on nearby allies. Dash away to stay safe as the homing ability doesn't last long.

Sol-Galba will cause circles of fire to appear randomly in the arena, often chained together. You can expect to see around six circles of fire appear and cause massive damage if you get caught in them. Dashing away will often save your hide (and it is easy to get a Flash Move here); just be careful that you don't dash INTO another fire circle.

Its final move really isn't an attack move at all... Sol-Galba raises its wings and produces a shockwave, knocking everyone back. This is merely his "get away from me" move designed to make sure you don't beat up on him TOO much.

After the cutscenes, we'll be able to tackle the quests here in Danan! Check out the board in the library at the top of the town to see them.

- [Secret Synthesis](#)

- [Good Luck Charm](#)
- [Twilight Flowers](#)



You can find Mishy hiding in Danan Village. Also, the last few animals you need to charm are here, as well.

You can also advance many free-form quests, including [Mishy's Hide and Seek](#), if you didn't do it earlier:

- [Mouse's Information](#)
- [Charming the Animals](#)
- [Zara's Tickling](#)

If that's not enough, there's at least one new quest in every town you've visited up to this point:

Highland Town

- [Signature Collector](#)

Casnan City

- [Hungover Pikkard](#)

Comodo Village

- [Crafting Materials 2](#)

Selray Village

- [Mega Weapon Test](#)

Tons of quests for you to complete!

On top of all that, there are some shops here worth checking out. Just northeast of the entrance to Danan Village you'll find Kenzo's shop, which sells arms, armor and consumables:

### Kenzo's Arms and Armor

Soul Biter

STR 146

Belial Claw

STR 142

Shadow Eaters	STR 138
Calamity Pike	STR 167
Demonic Mace	STR 148
Ancient Halberd	STR 160
Sorcery Robes	DEF 127

To the northwest of the village's entrance you'll find the Synthesis Shop, which allows you to Synthesize various potions out of materials. These range from simple healing potions to permanent stat-boosters, and unfortunately the best requires rare, late-game materials you don't have yet. Oh well... Something to keep in mind for later.

When that's all done and you're ready to move on, it's time to enter the [Ashen Forest](#)... which to be fair you'll need to do to complete at least one of the aforementioned quests. No reason why you can't take care of said quest(s) while you explore the next area!

## Ashen Forest

Like Table Mountain, the Ashen Forest is split up into several sub-areas. Unlike Table Mountain, however, the Ashen Forest's areas are fairly distinct. There are four sub-areas in total, but two of them - the Miasmic Road and the Marshland - are relatively similar in size and inhabited by different creatures. To get there from Danan Village, just exit to the south, make your way east through the Subterranean Forest and take the first exit north you find.

### Ashen Forest: Miasmic Road

#### Enemies - Ashen Forest: Miasmic Road

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
<b>Benolid</b>	30	1	313	0	368	0	Nothing	--
<b>Dizwalla</b>	32	606	340	124	460	168		Rotting Leaf, Fresh Leaf, Slime Mold
<b>Grahm</b>	31	517	263	120	339	161		Damaged Hide, Bizarre Hide



Use Frieda's Seal Fissure skill to progress over otherwise poisonous rifts.

We'll need Frieda in this area for her special ability, so definitely take her along. Head forward and hit up the green Monument, then continue on for a scene with Leo. Once you are done talking with the group, continue on. In the next screen, you'll be able to use Frieda's unique skill (Cover Fissures) to cover up the poison coming out of the ground, which will let us pass. A new enemy awaits us past the ice: the Grahm.

These earth creatures are weak to Slash 🗿 so Frieda is a good choice to take them out. They can move under the earth and try to ambush you, so watch out!

Kill them off and head east, down the lower path, collecting from the **Strange Mass / Purple Stone** harvest point here. To the east are more Grahm and Dizwalla (a beefed up Barazowalla); kill them and head north. Defeat the enemies in the open and get used to the ball-type enemies. These are Benolids, and are more of a nuisance than a threat; if they explode near you, they can cause the crappy Misfortune status effect, which makes you lose gold when you are damaged. Once the foes are dead, check the western wall for a **Strange Mass / Yellow Stone** harvest point. From here, head southeast to a dead-end; destroy the enemies you find, then check the chest for some **3x Purification Powder**.

Head back northwest and you'll come to a three-way split. The southwest path leads back to where we came; explore it first to find a **Coal / Silver Ore** harvest point, then take the time to explore that path to fill out the map (but don't exit to the northwest just yet). Once you've done that, return to the fork and head northwest, which is actually a dead-end (with treasure - the best kind of dead-end!). Fight the enemies at the start and mine the **Strange Mass / Purple Stone** deposit nearby. Now work your way clockwise, collecting the **Coal / Silver Ore** deposit and fighting your way to the chest at the end for a **Kaiser Potion**. Head back to the fork once more when you are done.



You can find an **Immovability Belt** and a **Golden Axe** in chests, as well as recover the **Rite of Summoning** memory.

Now, we're going to explore an area that is technically a huge dead-end to us. Take the furthest northern path up to the next area. Kill the first set of enemies and hang a left; you'll see a **Strange Mass / Purple Stone** deposit nearby. To the north are four Dizwalla enemies, so be ready to dodge their seed volley attacks and take them out. Your rewards are two harvest points; one with **Rotting Leaf / Marl Flower** and the other with **Marl Flower / Chito Nut**. There is also a chest here only Duren can open that has an **Immovability Belt** inside.

Head to the right split in the path now and fight your way northward; there's another **Rotting Leaf / Marl Flower** harvest point here. To the north you will find some strange coral... coral that you can't do anything to no matter how hard you try. Don't worry; like with areas earlier in the Forest, we'll get an item to clear it out in time. Anyway, to the right is a fissure you should have Frieda close; this leads to a path with a **Rotting Leaf / Chito Nut** harvest. Go ahead and exit to the right, which leads to Table Mountain... which is now connected properly to the Ashen Forest. Make sure to rest up here! Now, we have to return all the way back to the three-split path; the easiest way is to warp back to the Ashen Forest green Monument just northeast of Danan Village, then go north to that area. From that entrance, head north and take the first exit to the northwest, leading us deeper into the Ashen Forest.

You'll be presented with a path split here. Head south and kill the enemies you encounter. There is a **Iron Ore / Silver Ore** deposit here. Continue south (past a path to the northwest) and you'll come to a **Iron Ore / Cracked Shell** deposit and the **Rite of Summoning** memory, which will **increase Adol's base DEF by 1**. Head back north now and take the northwestern path we just skipped. You'll see an exit to the west; ignore it for now and continue north. Watch out for the mines and check the chest up here for **10x Strange Mass**. Head east slightly and north to find a group of Graham and Dizwalla up here. Take them out, then collect the nearby **Purple Stone / Strange Mass** deposit. Continue to the northeast, destroying the monsters along the way. You'll eventually find a **Coal / Iron Ore** deposit here, as well as a chest with **Sorcery Robes +3** in it. Very nice! Head back southwest now and take the western exit to continue.

Hit up the **Strange Mass / Purple Stone** deposit here and head southwest. This leads to an open area with a ton of mines (area attacks help here), so be careful. Take the southern path here to find a **Bitter Potion**, then move back north. Travel west over the tree bridge to find another chest containing **3x Gold Ingots**. To the northwest is a **Coal / Iron Ingot** deposit. Head back to the entrance now, then go north; you'll soon see another split in the path. Go figure, right? This one has a trick to it though: gas is blocking off the way north, but not northwest.

Head northwest first and kill the Dizwallas. Just to the north is a **Damaged Lumber / Sturdy Lumber** harvest point, and to the west is a strange statue you should take note of. Past that is a chest with a **Golden Axe**, and up on the hill is a **Strange Mass / Green Stone** harvest point. Head back east now, then have Freida seal the fissure to the northeast to continue to the next area. (Freezing this one

causes the other one to gas up, so if you need to travel back that way, just freeze that one and vice versa.)

## Ashen Forest: Marshland

### Enemies - Ashen Forest: Marshland

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Madogra-Slef	42	14,000	681	293	16,072	243	Nothing	Raparo Fruit, Libra Flower, Arieda Fruit
Rotoruta	35	976	305	259	1,264	190		Sturdy Shell, Indestructible Shell, Awful Carapace
Vilma	33	491	228	176	625	176		Brittle Bone, Sturdy Bone



You'll be in a new area type here, one with a lot of swampland. Kill the Vilma you encounter (they are weak to Pierce attacks; hello Karna) and explore the small cubby to the east to find a chest only Duren can open with a **Guard Elixir** inside. The path to the north here is blocked by more coral... don't worry; we'll be able to smash it soon! Head west for now, but use the water path. In the water here is a Rotoruta, a giant frog beast that charges at you and sprays poison. It is weak to Strike attacks, so let Duren pound on it. Explore the small area to the northeast to find the **The Two Commanders** memory... there's more to Leo than meets the eye! Which makes sense if you think about it - he's made it awfully deep into the forest despite his apparently buffoonery, after all. Recovering this memory will **increase Adol's maximum HP by 10**.

Continue to the northwest. In the wide-open area, look for a **Rotting Leaf / Marl Flower** harvest point to the far west. Continue north now, then go ahead and explore the rest of the area up here. There are two harvest points and two exits; avoid the exit to the west, nab the **Coal / Nocturnal Mushroom** goodies

from the northern point, and the **Damaged Lumber / Sturdy Lumber** from the western point. Once you have those, take the upper eastern exit (southeast of the Coal harvest point.)

This new area has a strong enemy in it: a giant plant named Madogra-Slef. This thing is quite a bit tougher than the other enemies in the area, being level 42, and its base Strength of 681 will likely translate to 300-400 damage per hit. On the other hand, it's worth 16,072 EXP, making it a very, very lucrative critter to grind. Here's the deal: if you've enhanced your arms and armor with Boar Exoskeletons, you can probably kill it, as your Absorb  and Recovery  mods should keep you alive and Freezing  should greatly inhibit the Madogra-Slef's offense. It'll still take some doing to whittle down the beast's 14,000 HP, but with reinforced arms and armor we didn't find this particularly challenging. Without reinforced gear, however, you're better off coming back later. Better part of valor and all.



Reclaim two memories - **The Two Commanders** and **A Familiar Stranger (2)** - but be wary of the powerful Madogra-Slef enemies inhabiting the swamp.

#### NOTE:

This **Madogra-Slef** is the foe you need to kill five of for the quest **Mega Weapon Test** (and there are more in the next screen after this one, so don't feel like this is the only one). As we mentioned before, it is a dangerous foe, mainly due to its slime attack which shoots up in the air, then lands on you. It homes in on your position easily, so stay on the move and have healing ready if you decide to take it on. It also has an area of effect poison and can shoot out objects from its corners (the poison and slime from the air are the attacks to watch out for). We have to kill five of them for the quest, so healing will be needed. Try to keep it Frozen  as much as you can (players who have upgraded their weapons will shine here) and stay on the move. If it proves too much, you can always come back to them later.

Also, rotate your party while you fight them; they are likely to learn new moves due to its high difficulty.

Are you past the demon plant from hell? Good. Keep heading northeast and kill the Vilma. Check the deposit nearby for some **Silver Ore / Gold Ore**. (There's a pretty sweet-looking structure in the background, but there's nothing we can do about it yet.) Continue to the east and exit to the next area. This place is fairly big, and has four exits (counting the one we just came through). Make sure to explore it thoroughly for map percentage.

At the first fork, head southwest through the water to another split; continue southwest, and you should see two paths split off to the northwest right as you run into another Madogra-Slef. Each branch leads to a dead-end with a treasure chest and a harvest point, so check them both out. You'll net **Strange Mass / Purple Stone** and a **Healing Tablet** in the first, and an **Ancient Halberd +5** for Frieda. If you continue southwest, you'll see an exit that returns to a previous area of the forest; remember that for a bit later, as we will be heading back.

But for now, return to the fork just northeast of the Madogra-Slef, and turn east. You should see another harvest point here; snag the **Coal / Silver Ore** from here, then head east at this fork. Just a few steps to the northeast should be another memory, so have Adol check it out to uncover **A Familiar Stranger (2)**, which will **increase Adol's maximum HP by 10**.

Feel free to explore the rest of the area; south of where we are now is another exit that leads to a prior area of the forest, which will serve as a shortcut from the Table Mountain monolith. When you're ready, take the northeastern exit of this area to arrive at Ashen Forest: Outskirts, home of the **The Frogs' Inn**.

# The Frogs' Inn

## The Frogs' Inn

Here you'll meet the residents of Frogs' Inn: the Ribbi. The bestiary calls them "Remarkably Lazy", heh. They are humanoid frogs who will try to strike you with their clubs and can use their tongues to draw you in. Beat them up and check to the east for a **Fresh Leaf / Marl Flower** harvest point, then continue north. You'll find a path to the west is blocked by coral. Continue north, killing along the way (you monster!) and harvesting the **Marl Flower / Chito Nut** plant to the north. At the top, kill the guards and inspect the object in front of the gate.



You'll find a puzzle outside entrance to The Frogs' Inn. Place the large crystal, the large rock and the small rock, in order.

Drag rocks onto the top of the pedestal using the touchscreen (or not, if you are on PS4...). The pedestal will rise or fall depending on the weight of the rocks. Here is the solution:

- Use the BIG Crystal (first one down)
- Use the BIG Rock (third one down)
- Use the SMALL Rock (fourth one down)

Once you get the right solution, the gate will open and you can enter. Get ready for a boss fight though:

### BOSS FIGHT: RIBBI-ROI, THE MASTER OF THE GROTTO



Since Ribbi-Roi is at least four times as big as all of the other Ribbi, it's little surprise that he is master of the grotto!

This is a fairly entertaining fight. By himself, Ribbi-Roi is pretty easy. However, he is not alone: the other Ribbi will join him, which means he will get constant reinforcements. You will face up to four Ribbi alongside the boss at any given time, so it is best to focus on Ribbi-Roi himself since the reinforcements don't stop.

Ribbi-Roi's attacks focus on using his weight against you. He is fond of belly-flops and lunges, trying to smack you around. Thankfully these attacks are fairly easy to avoid. He will also try and kick his minions at you if they are available and can use his enormous tongue to lash out at you. In fact, he can use his tongue to trap one of your party members in his mouth, removing them from the fight completely. Don't worry about that too much though, as it is only temporary and you'll get your party member back after a minute or so. Check Ribbi-Roi's moves below and teach this giant from who's REALLY the master of the grotto!



Defeat Ribbit-Roi, then claim the **Beast King's Claws**, an artifact you can use to smash through various barriers.

### RIBBI-ROIS MOVES:

While not technically a move, it should be noted that Ribbi-Roi is backed up by a never-ending wave of Ribbis throughout the fight. Up to four will appear at any given time if not culled. Still, be sure to focus on Ribbi-Roi.

Speaking of minions, Ribbi-Roi will kick them at you if they are around him. This causes a small amount of damage to the poor Ribbi in question, but bigger damage to you if the hit connects. It's pretty easy to dodge this move.

Ribbi-Roi will lash his giant tongue out and swallow up a party member (usually whoever you are controlling), taking them out of the fight for about a minute. Not a lethal move by any means, but definitely unique.

If you are in range, Ribbi-Roi will lunge forward at you. He can do this multiple times in a row if he wishes, so be careful after dodging just in case. This move is pretty easy to dodge.

Ribbi-Roi's last move is the belly-flop. A giant frog HAS to have a belly-flop! This is very easy to see coming (since he is actually jumping) and causes area damage around wherever he lands at. Dash out of the way to remain safe.

After winning the fight, the frogs will give up. You can even talk to them now, although they have their own language.

**NOTE:**

Want to know what the frogs' are saying? We have you covered! You can **ALMOST** make out what the frog people are saying, but many of their letters are actually part of a cryptogram! We've sat down and figured it out for you though, so don't waste your time with substitution ciphers and see our solutions below!

First, let's go over the substituted letters and tell you what we figured out:

P = W

M = E

X = G

Small t = N

F (with a divot at the top) = O

F (flat downward angle) = A

M (cross on the top) = M

M (three lines down) = Y

C = P

N (downward slope) = U OR V

Upside Down Y = C

h = K

X (with lines on each side) = D

Other letters are not substituted. Now for the messages from the frogs, from left to right:

Frog 1: I have not yet begun to fight!

Frog 2: I will remember This! Actually I will forget.

Ribbi-Roi: I am Ribbi-Roi. Pleased to meet you.

Frog 3: I let you win! So do not gloat!

Frog 4: Puny human picking on the little guy!

Open up the chest in front of Ribbi-Roi for the **Beast King's Claws** artifact. This is the artifact we've been waiting for! With this equipped, we can use a tackle with CROSS and can destroy that pesky coral that's been tormenting us!

There's more treasure to get here. Equip the Hydra Scales and dive into the water to the left to find a **Silver Dragon Charm**. Next, dive into the water on the right for some **Black Stone** x5. Finally, head up the hill to find three chests for some **3x Purification Powder**, **3x Bitter Potions** and **3x Honey Potions**.



Smash through some coral growth and reclaim the [memory](#) **The Naive One**.

Head back outside now and equip your Beast King's Claws. Go bust open that path to the west to find a chest with **6,000G** in it, as well as the nearby memory for Adol: **The Naive One**, which will **increase Adol's base DEF by 1**. We get it, game, you want to ship Duren and Frieda. With that out of our way, we're free to continue through the rest of the Ashen Forest. Head back to the nearby monument, then exit back to the southwest. In the four-exit area, take the southwesternmost exit to return to the area where we first met the Madogra-Slef. Since we've already explored here, go south and smash the coral, then just head all the way west, turning north when you have to, until you reach the next area.

You'll reach a rest point here. Finally! Set up a tent and enjoy the **Eldeel's Concerns** memory that comes with it. That is it for this massive forest! When you're ready, it's time to proceed north into the **Forest of Spores**.

## Forest of Spores

### NOTE:

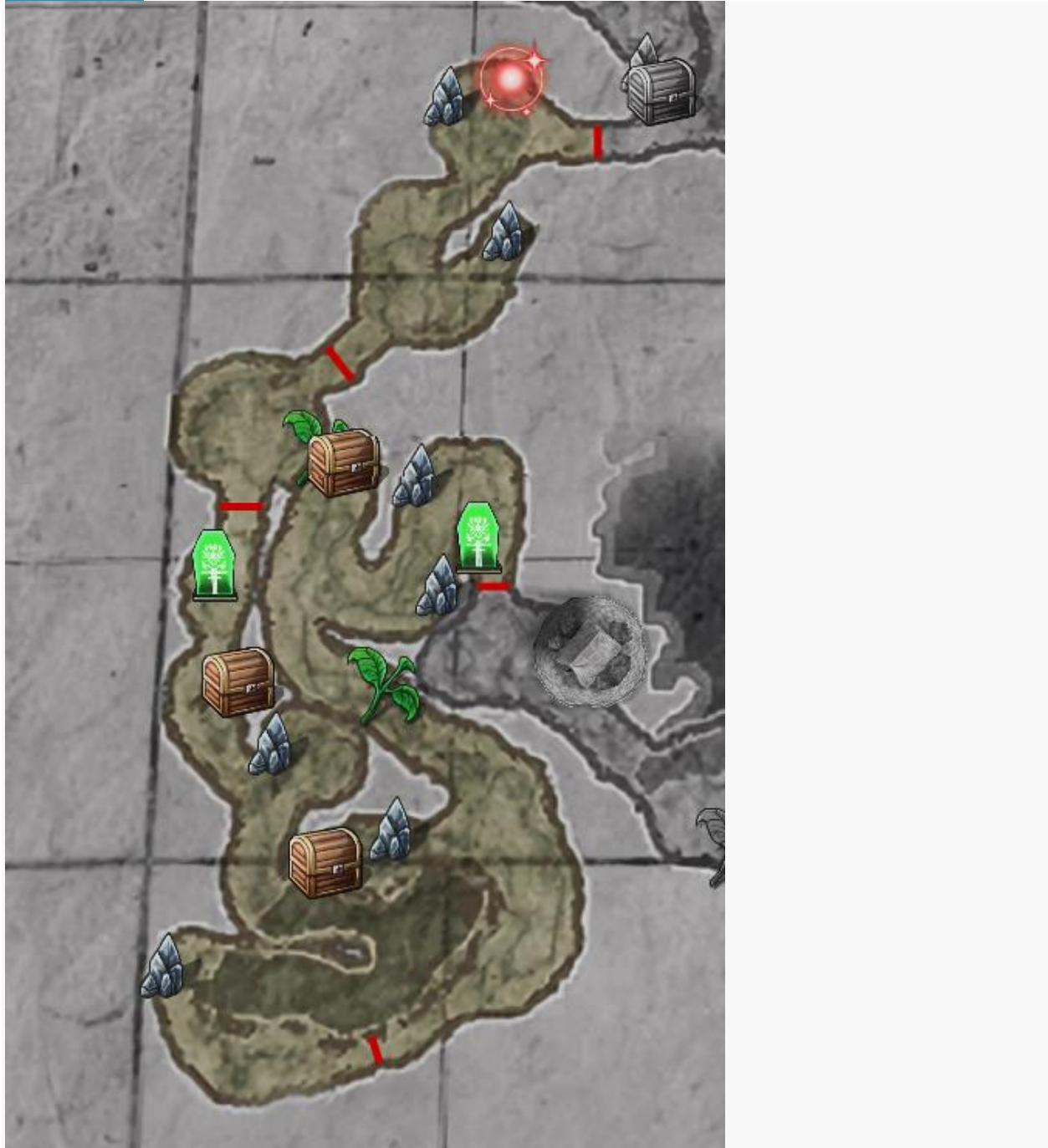
**Griselda's Map Rewards:** After using the stone Monument here, it would be a good time to visit Casnan to visit Governor General Griselda; you should have 80% for your map, so visiting her will net you two rewards this time, for 70% and 80%: **20,000G** and **30,000G**! Then just warp right back to keep on going.

## Forest of Spores

### Enemies - Forest of Spores

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Demileel	37	1,050	186	146	330	205	Nothing	Damaged Hide, Bizarre Hide

<b>Ravaeel</b>	35	320	219	100	154	190		Damaged Hide, Bizarre Hide
<b>Supofanga</b>	39	984	491	155	607	220	Nothing	Brittle Bone, Sturdy Bone, Bizarre Hide
<b>Zakaruko</b>	37	299	327	383	218	210		Cracked Shell, Sturdy Shell, Poisonous Organ



Break through the coral and you'll soon encounter your first new foe: the Ravaeel. This thing is... well, a ball of some sort. Not very dangerous; it likes to hop around a lot and is weak to piercing attacks. To the northwest is a **Strange Mass / Green Stone** harvest point, then to the south of that is a **Purple Stone / Black Stone** deposit (Ah, the Black Stone!!). Continue to the west to meet a Zakaruko, a scorpion foe weak to strike attacks.

You'll be at a split soon. The path to the north is a dead-end though, but has a new enemy called a Supofanga in it. These things are... weird; they have scythe arms and pack a decent punch, but are still little more than fodder. Your reward is a **Damaged Lumber / Sturdy Lumber** harvest point and a chest with **100x Coal**. Head south and near the **Damaged Lumber / Nocturnal Mushroom** harvest point, you'll meet the Demileel. This large flesh monster is actually an adult Ravaeel, but isn't even as dangerous as a Supofanga though, so take it out! Soon you'll see a path split; head west first through the coral and kill the monster you find. The harvest point here has some **Coal / Iron Ore** and the chest has a **Power Elixir**. Head back and fight your way south to another screen.

You'll fight a ton of scorpions in this area. Take them out and continue west to a **Coal / Iron Ore** harvest point, then move east into the water. There's a ton of Supofanga here, but no challenge. Continue on back to dry land and head north. Kill the enemies here and hit up the **Purple Stone / Black Stone** harvest point, then continue northwest, breaking through the first set of coral for **2x Enigma Tablet**. Continue north to activate another stone monument. There is a boss fight coming up, so make sure you have enough potions, particularly Bitter Potions and something to cure poison. Once you are ready, head north to the next area to take on the Mustrum.

#### BOSS FIGHT: MUSTRUM, THE DEFORMED NIGHTMARE

《The Deformed Nightmare》

## MISTRUM



**IMPORTANT: Make sure to defeat at least one Polestol that is summoned during the battle!**

Well, this thing is just plain ugly. Still, this should be a good battle for you, mainly because Mistrum actually has some strategy to his madness... He is all about his poison moves, and he also has short-range and long-range options, as well as a second form once you take away half of his health bar.



Make sure to kill at least one Polestol to add it to your bestiary. Mustrum itself isn't too difficult, just pelt it with area-of-effect skills, especially when it tries to heal.

Beating up on Mustrum is not hard as long as you watch out for his short-range moves. These include a short charge combined with area-of-effect poison (you want to dash away from this, as there is no safe spot), a second poison spew that only shoots out from his flanks (you can actually stand right in FRONT of him and be safe... keep attacking!) and a flop move to hit anything in front of him. Lastly he has a chomp move that HURTS if you get caught in it (it is very short range though, and you can easily dash away). These are all easily evaded once you've seen them a few times. His only real long-range option is an acidic spit that sticks to the ground afterward and can poison you.

The real threat in the fight is Mustrum's final move and subsequent strategy. He will cause spiked plants to appear around the arena; you can manually destroy them, but they explode once you do and may try to hit you with area damage. Their real purpose is to heal Mustrum though; once you start to inflict real damage, Mustrum will head over to them and they will heal him for around 250 HP. This will make the fight much harder if you are not around the bosses level. You COULD go around the arena and kill all of these spikes to ensure the boss doesn't heal, but ideally you would just fight Mustrum in the middle of the arena and once you see him heading for healing, you can use some sort of area skill to hurt Mustrum AND destroy his healing source. Ozma's Crag Burst and Frieda's Cocytus Drive are the two best skills (range-wise) for this task.

Once you take away half of his health, he will change forms, becoming much more physically impressive. It's all just looks though; in actuality, he has far less moves and no longer heals.



Evade Mustrum's second form until it's tuckered out, then smash it with an EXTRA Skill.

In this form Mustrum will try to leap and stomp on us as well as hitting the ground with his claw and causing three poison streams to spring up. These streams are staggered, so you MAY get off easy if you are close by when he does this, but you should just dash away when you see this move to be safe. Finally, Mustrum will charge around the edge of the arena. Once he wears himself down and starts seeing stars, you can REALLY lay into him.

Check out his moves below and take care of this deformed nightmare!

## MUSTRUM'S MOVES:

Here are Mustrum's moves **BEFORE** his form change:

If you are a long-range target, Mustrum will spit an acidic blob at you. This blob can poison you and stays on the ground for a while after landing. It doesn't stick around too long, though. You can see worms for a short time after it is launched. Disgusting!

If you are close enough, Mustrum will do a three-hit chomp at you with his middle mouth. This move can hit for around 100 HP per bite, so don't stick around if it isn't safe!

Another close-range move involves Mustrum flopping onto you. Or at you, at least. This is really easy to dash away from, but does cause an impact around wherever he lands.

Mustrum will often do a short charge at you while simultaneously spewing poison all around him. This poison can hit you multiple times but shouldn't be fatal unless you are really low on health. Only really dangerous if he charges you near a wall.

His weirdest move involves the two mouths on his flanks spewing poison outward. You can actually stand right in front of him when he does this and be perfectly safe. Naturally you want to hurt him when he does this, if you can. The poison travels a short ways (medium-range, we would say) and can hit you multiple times.

His last move is his most dangerous: Mustrum can cause spiked plants to appear all around the arena. He will then use these to heal himself. The plants themselves have low HP but can do a small area poison effect. Follow our strategies above to mitigate Mustrum's healing abilities.

Here are Mustrum's moves **AFTER** his form change:

Mustrum will jump high into the air and come crashing down. Very easy to avoid thanks to the awesome camera. The stomp does area damage, so be sure to stay away!

Mustrum will strike the ground with his new scythe-like arm and cause poison geysers to appear. Three in total, spread out in a forked pattern. These have a fairly short range, so you should be able to dash away in time, which we recommend just to be safe.

Mustrum's final move will have him go crazy... literally. He'll rampage along the edge of the arena and eventually try to run you over. Dash away at the last second (you will likely get a Flash Move as you do). Soon after, Mustrum will become dizzy. This is the IDEAL time to pour on the damage, so use your best skills here to really lay on the pain.



In the Forest of Spores you can find a chest containing a **Power Elixir**, and after the Mustrum boss you'll find the **Day in the life of a Roo** memory.

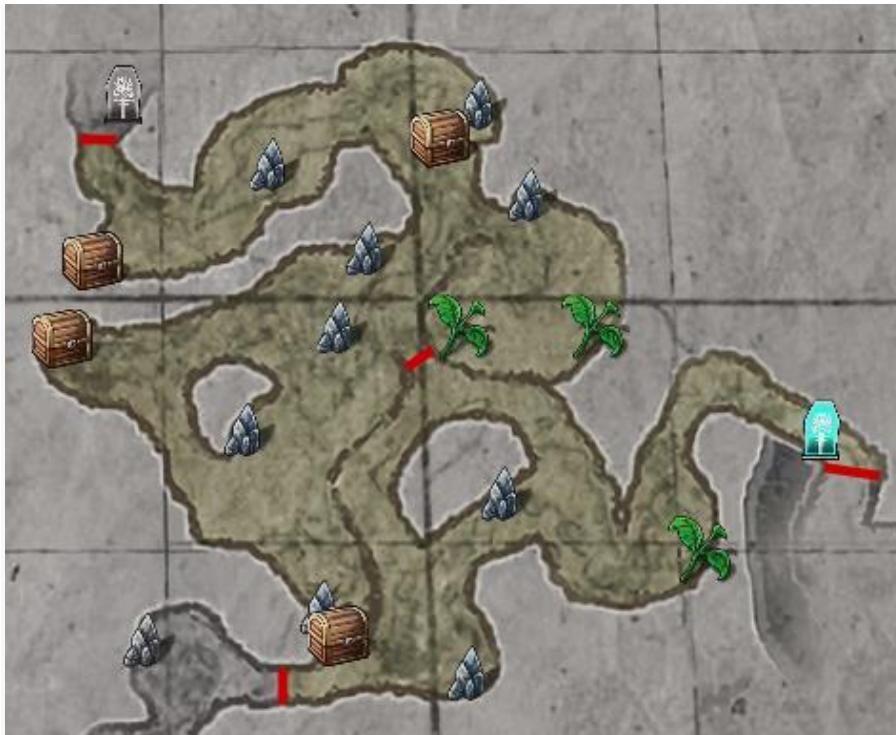
Continue on (**Save!**) and enter the new screen to the northeast. Break through the coral to the northeast for a **Coal / Silver Ore** harvest point, then continue north. Fight your way to the top of the screen and kill the foes there. The west wall has a **Strange Mass / Red Stone** harvest point, while the northeast wall has the (very odd) **Day in the Life of a Roo** memory for Adol! This odd memory will **increase Adol's base STR by 1**. After getting these, head through the eastern exit nearby to advance to the **next area**.

## Colonia Battlefield

### Colonia Battlefield

#### Enemies - Colonia Battlefield

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Compleras	41	486	295	204	74	236	Nothing	Brittle Bone, Sturdy Bone, Tribal Cloth
Galba-Deule	45	3,100	705	241	13,910	0	Nothing	--
Pogarov	43	2,110	577	301	1,161	251	Nothing	Sturdy Bone, Titanic Bone, Tribal Cloth



Head east and fight the new fodder enemy here: the Compleras. These human-ish monsters fire arrows at you, and some of the shots may stay on the ground for a while, so be careful. To the lower right is a **Iron Ore / Cracked Shell** harvest point, so reap the rewards, then continue north to a path split. Head northeast first, checking out the harvest point to the north with **Iron Ore / Silver Ore**. Now, to your left and right are two slopes heading upwards. Explore both of them, as they make a circle. You'll find a new enemy as you do so: a giant pig-thing named Pogarov. This giant beast hits hard, and can do 200-300 damage easily so avoid his large hits by any means possible. He can also spew a poison breath that will stun you for a short period of time (which may result in a devastating follow-up hit). Multi-hit skills will punish these foes immensely (leading to easy stuns), so try out skills like Water Sphere (Ozma) and Gravity Sphere (Calilica) on them.

As you explore this circular path, you will surely notice the exit leading to the north; ignore it for just a moment and head east/southeast down the slope, continuing on the main path to the southeast. You'll fight more enemies here and find a **Marl Flower / Chito Nut** harvest point to the east before following the path further along. You should come to another stone Monument. Go ahead and check it out so you can warp to it, but proceed no further, as you are now at the entrance to **Elduke, the Ruined Capital**. There is still plenty of the Colonia Battlefield to explore, so head back west and exit via the northwest path we skipped just moments ago.



Notable loot in this area includes a **Power Ring IV** and a **Sage's Diadem**.

Head north and defeat the enemies up there (your allies are going to charge them anyway...) and claim the nearby **Coal / Strange Mass** deposit. To the west is a dead-end, so let's go explore it first. Slightly to the southwest is a **Iron Ore / Silver Ore** deposit, and further southwest is another with **Coal / Silver Ore**, near the south wall of a hill to your northwest. From there, head due south; there is a slope leading down to a small area with enemies, another **Coal / Silver Ore** deposit, and a chest with **Gold Ore** x10 in it. Continue west now, heading north along the western wall when you can (in the name of exploration, of course.) In the northwestern corner, you will find a **Power Ring IV** in a chest. Head east back toward the entrance.

Time to explore to the east and north! Head northeast and you'll see a path to the south and a path to the north. Head south first to another dead-end with quite a few enemies. Be sure to check the north cubby for a **Coal / Nocturnal Mushroom** harvest point. You can also find a **Rotting Leaf / Marl Flower** harvest point to the southwest and another **Rotting Leaf / Marl Flower** harvest point to the east across from the last one. Be sure to pause every now and then to heal up from any big hits the Pogarov may get in! Head back to the path split and head north. There are two big enemies blocking your path, so be careful. Head up the slope to the northeast to fight some cannon fodder, and you'll find a **Coal / Silver Ore** deposit and a chest with the **Sage's Diadem** in it. This accessory actually grants you more EXP on kills, so use it if you wish to get that little bump. Head southwest now, killing the enemies you find and gathering up the **Silver Ore / Gold Ore** from the deposit in your path. Continue to the west and you'll reach a chest with a **Bitter Potion** in it. To the north is an exit, so head through it.

Here you'll be in one last dead-end (for now). Activate the monolith nearby and then attack the creature stuck to the door to the north (Galba-Deule, the Abandoned Warrior). While it is undeniably strong, it has a small HP pool and will melt under your attacks. Unfortunately for you, this beast is impervious to your attacks and cannot truly be killed: you'll see a small cut-scene after beating it for the first time. **Retreat!**

That's it for the battlefield, so go ahead and warp back to the entrance to **Elduke** and enter the city when you arrive.

## Elduke, the Ruined Capital / Roos' Nest

### Elduke, the Ruined Capital

You'll get a cutscene when you arrive, which details one of the complications facing you in this area. No surprise, you didn't get here first, and you'll need to avoid the masked warriors prowling about. Don't worry, this isn't a stealth segment, the masked warriors just serve as excuses for why you can't go to certain areas.



**Lost Kingdom:** Arrived in the ruined capital, Elduke.



Head south to see another scene, then head north. Note the small stairs off to the right as you head up. Once you get to the top, try to interact with the door to set off a ton of dialog.

Well... that could have ended better. We better start looking for a way in. First, explore the area up here for map completion, as well as the area right below you with the stairs leading up to it. Afterward, head south back to the ground to see an animal scamper off. It's a roo! Go ahead and follow it (the game won't let you do anything else) into the next section of the game.



Exchange materials and buy new arms and armor from the merchant roo, and when you're done dealing with the roos use a pressure plate to create a bridge to the Ashen Forest.

## Roos' Nest

After some initial dialog you'll be free to explore. Be sure to go visit the nearby shop for weapon and armor upgrades. Be sure to exchange items here, as you can obtain several new/rare items this way (Celctean Flower, Roda Fruit and the Roda Leaf come to mind). Continue on through the village to meet the Elder Roo, who you can actually talk normally to! There will be quite a bit of dialog here, but you'll learn what you need to do next: search for the Mask of the Moon. That means heading to Mount Vesuvio and the Lake Tolmes Ruins. He'll also tell you about a collar you can use to talk to the young ones. Neat!

### Roo's Arms and Armor

Rune Blade STR 201

Holy Glove STR 187

Holy Knives STR 181

Grail Spear STR 220

Sacred Mace STR 195

Rune Glaive STR 210

Rune Cloak DEF 173

Let's go get that collar. Head out of the village to Elduke and take a left. You'll see an area just to the southeast of the "cross" (if you look at the map) that has a chest. Open it for the **Sacred Beast Collar**. Easy! With this equipped, not only can you talk to Roos, but monsters won't attack you when it's equipped. While you're out here, make sure that you've explored all of Elduke that you can for map completion, which should be enough to put you over 90%. To the far southeast of the area, you should be able to extend the bridge to an area of the Ashen Forest that we saw before, with the cool building in the background and the beastly Madogra-Slef. Yay for shortcuts!

#### NOTE:

You will obtain the Sea of Trees Unbroken upon connecting these two paths. If you've been following the walkthrough since the start, you should have connected all of the bridges that gave you shortcuts to other

areas. This includes logs in the Forest of Dawn, drawbridges by the river, a honeycomb by the Sanctuary Approach, a sealed poison crack (courtesy of Frieda) in the Ashen Forest, and this bridge by Elduke.



### Sea of Thieves Unbroken: Cleared all obstructed paths.



Find the **Sacred Beast Collar** in a chest and use this artifact to talk to Mishy, and pick up the **Queen Rabbit** memory.

Now, head back to the Roos' Village and talk to them all. In the second screen (where the elder lives), be sure to talk to the smaller Roo who calls himself "Oroocle" to obtain the **Queen Rabbit** memory. Poor Pigeon... For some reason, this will **increase Adol's base DEF by 1**.

Before we carry on to a new area, let's make sure we get in some questing! Some of these are **MISSABLE**, so be sure to at least get those done now!

Comodo Village V

- [Crafting Materials 3](#)
- [The Tyrannical Frogs](#)

Selray Village V

- [A Swarm of Scarlet](#)

There are also some free-form quests you can update:

- [Mouse's Information](#)
- [Zara's Tickling](#)
- [Mishy's Hide and Seek](#)

Complete those quests and return to Elduke. You'll ultimately need to search [Mt. Vesuvio](#) and the [Lake Tolmes Ruins](#), but before that you'll need to pass through the [Elduke Outskirts](#) area.

# Elduke Outskirts

## Elduke Outskirts

### Enemies - Elduke Outskirts

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Madagora	40	1,020	321	247	275	224		Rotting Leaf, Fresh Leaf, Slime Mold
Pogarov	43	2,110	577	301	1,161	251	Nothing	Sturdy Bone, Titanic Bone, Tribal Cloth
Wibbye	40	417	404	143	213	228		Cracked Shell, Sturdy Shell, Poisonous Organ



This area leads to **Mt. Vesuvio** and to the **Lake Tolmes Ruins**. We'll need to go to both eventually, but before we do, let's thoroughly explore this area first, after which we'll head to **Mt. Vesuvio**. We have a choice right from the start: north or south. Let's go southeast.

You'll be fighting Madagora enemies out here, which are weak to slash attacks and have an interesting attack pattern. Continue southeast up the slope killing these creatures and at the top gather the **Iron Ore / Silver Ore** deposit and continue on. At the top of the next slopes are more bee enemies and a **Rotting Fruit / Raparo Fruit** harvest point. Continue down the path and soon you'll reach a new area.



In the Elduke Outskirts area you'll find the **Reminiscence** memory and the **Woman and Beast** memory.

Continue onward out into a wide-open area and defeat the enemies here. On the right wall is a **Rotting Fruit / Raparo Fruit** harvest point. Up ahead is a split in the path; take the left path first (they both meet up eventually) and fight your way to a **Coal / Silver Ore** deposit. To the right is an area with the **Reminiscence** memory and a **Rotting Leaf / Chito Nut** harvest point - the memory will **increase Adol's maximum HP by 10**. Continue on past a stream and you'll find a **Strange Mass / Blue Stone** deposit. Continue fighting your way eastward to an open area; be sure to backtrack to the split using the southern path to flesh out the map before continuing through the eastern exit into a new area.

Approach the ruins to the north, grabbing the **Coal / Silver Ore** deposit to the upper-left and continuing down the path. At the bottom, be sure to check the far west path for a **Celctan Panacea**. Head north to see a quick scene, then continue north to activate the Monolith. No reason to continue into the dungeon, however, as there's still more to explore in the Elduke Outskirts. To that end, make your way all the way back to the very first fork of the Outskirts, just outside of Elduke. (And feel free to slay away while harvesting more minerals and plants along the way.)

Back at the first fork, let's wander northward. Kill the enemies along the way and raid the **Strange Mass / Purple Stone** deposit to the north. Just to the west is a chest with **3x Catholicon** in it. Keep heading north and kill the pig in the way, then another split in the path will greet you. Head left first to explore the dead-end, then head right. Look for a **Rotting Leaf / Wilted Flower** harvest point on the way (things are getting chilly!) and head north for a scene.

Ha! It seems Leo is getting more capable every time we see him. After the scene is done, check the area to the right for the **Woman and Beast** memory, which will **increase Adol's base STR by 1**. Hit up the Monument after watching the memory, then proceed **up the mountain**.

# Mt. Vesuvio

## Mt Vesuvio

### Enemies - Mt Vesuvio

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Avabish	42	645	541	135	2,156	243	Nothing	Split Hair, Strong Hair, Blue Stone
Avalatch	41	920	331	254	678	236	Nothing	Split Hair, Strong Hair, Fierce Beast's Claw
Domlits	42	340	382	508	655	240		Cracked Shell, Sturdy Shell, Sharp Horn
Grunpe	41	810	371	228	571	231	Nothing	Brittle Bone, Titanic Bone
Nogriz	44	2,180	548	347	5,613	259	Nothing	Strong Hair, Beast Fang, Fierce Beast's Claw

Head north and fight your first Mt. Vesuvio foe: the Avalatch. (Clever name!) This beast will try and throw giant snowballs at you, as well as launch himself at you -- feet first, but otherwise is fairly unremarkable. Keep heading north, then check to the right for a **Rotting Fruit / Chito Nut** harvest point. The piles of snow here can be attacked to clear the way forward.



Use Karna's Knife Throw ability to create a platform, across which you'll find **The King and Eldeel** memory.

Continue on up the mountain and soon you'll face a new foe called a Nogriz: a large polar bear that will try to freeze you with its breath. Dance around it and keep moving to stay safe. Note the ledge above you that we can't reach yet, then check the corner to the left for a **Power Tablet** in a chest. (You can earn some easy EXP here by having Karna kill the big beasties from a distance.) Continue your ascent up the mountain, and at the next set of enemies, be sure to check by the tree for a **Fresh Leaf / Marl Flower** harvest point. Continue on to a wider area and lay waste to your foes. The northeast corner here

has a **Rotting Fruit / Raparo Fruit** harvest point. Now, there are two pathways from here (once you get rid of the snow); take the middle western path first. Karna is able to throw a knife here that will let you progress up the northern path; do so, then continue. You will see a scene as you go up the northern path, unlocking **The King and Eldeel** memory, which will **increase Adol's maximum HP by 10**. Take the nearby exit after you see it.

We'll face a new foe here: the Grunpe. It kind-of looks like a dragon / penguin hybrid, and will actually slide on its belly to attack you! Ha, it's almost too adorable to kill... almost. Anyway, take them out and check the northwest corner for a **Purple Stone / Black Stone** deposit. Up the slope to the right is another **Purple Stone / Black Stone** deposit and a new foe: the Domlits. This is another beetle-type enemy, just beefed up and arctic-colored. Watch out for it digging into the ground to attack; it can freeze you as it comes out of the ground. Continue up the next slope to face some more of them; waste them, then continue upward for a **Coal / Starlight Stone** deposit. Kill the enemies here and continue upward. To the left is another Domlits and a **Strange Mass / Blue Stone** deposit. Just to the right is a chest with a **Shield Tablet**.



Use Frieda to plug a fissure, increasing the air pressure of the remaining fissure, which you can use to reach treasure like the **Courage Belt**.

To the right are two jet streams blowing out of the ground; you need Frieda here to seal them, so take control of her and seal the right one first, allowing you to ride the left one up. Kill the enemy here and open the chest for a **Courage Belt**, an accessory that lets you gain SP when damaged. Head back down and seal the left fissure now (you'll have to do it twice), then ride the right one up. Destroy the enemies here and claim the **Coal / Strange Mass** deposit. Now, **DON'T GO NORTH YET!** To the left is an exit that actually leads to a dead-end, so let's explore it now. Head through it and destroy the enemies you face. Below them is a chest with a **Diamond** in it. Nice! Continue to the left for more enemies and one last **Coal / Strange Mass** deposit. Head back to the right and to the previous screen to continue.

#### READ THE NEXT PARAGRAPH FIRST BEFORE GOING NORTH!

If you don't make it where you want to, just drop down a hole and return to the fork to try again. (Keep in mind that you may have luck with your Gale Shoes equipped.)



Loot a chest to obtain a **Guard Potion**. Keep your distance and punish the Masked Warriors with area-of-effect attacks. Karna's Knife Throw will once again be necessary to advance.

Now... The northern path leads to a sliding section. As you go down through, stick to the right side to get to a path leading off to the right with a chest on it (you'll know it when you see it). The chest contains a **Guard Elixir**. From here, you **SHOULD** be able to run to the left and slide down a bit further; if you can't, try your Gale Shoes. Head out the nearby exit to the left to fight two Nogriz enemies in a very crowded area (stay on the move - use powerful skills). Once you defeat them, you can claim the two chests out here for a **Bitter Potion** and a **Rune Cloak +7**. Head back inside now and continue north for a scene. Ah, it's a trap! These soldiers are still very tough, so be sure to dodge around as much as you can

and use area skills to spread the pain around. Focus on killing off the weaker soldiers when you can, and once they are all dead, just hang around for a scene.

Once the scene is over, head north to the exit and you'll soon be outside again. Head north and kill the foes you find, then continue north. You'll have to dodge snowballs as you travel, but you'll soon be able to enact some revenge. There's a **Iron Ore / Silver Ore** deposit here at the top of the first hill. Continue up the slope to dodge more snowballs, and after you kill the Avabish enemies that were throwing them, look around for a **Coal / Silver Ore** deposit and continue to the right. You'll be at a split soon. Head south first, moving east and northeast to find some enemies, a **Rotting Fruit / Raparo Fruit** harvest point, and a chest with **3x Starlight Stones** inside at a dead-end. Head back, then look for a small slope to the right; climb it, then use Karna to drop the platform so you can continue. Head down now and kill the monster, harvesting the nearby **Damaged Lumber / Sturdy Lumber**, and opening a chest with a **Celcetan Panacea** inside. Grab it all and head through the exit.

We'll be inside again. Destroy the **Coal / Starlight Stone** deposit nearby and kill the enemies that drop down. Up and to the left is a chest with **10x Green Stones** in it. Grab it and head right, fighting your way through a variety of enemies. The path will turn north eventually, but be sure to grab the **Strange Mass / Purple Stone** deposit in the eastern corner before following it. Foes will drop down from the ceiling as you continue; kill them off and make your way to a monolith. Now is a good time to **save**, as we have a boss up ahead. We highly recommend using Karna in this fight if you are comfortable with her, as you'll appreciate the ranged attacks. Proceed, and you'll finally get to shut this woman's mouth for good.

#### BOSS FIGHT: BAMI, THE ENCHANTING MAGICIAN



**IMPORTANT: Make sure to defeat at least one Mesarabadi that is summoned during the battle!**

Time to finally take out Bami! She has one last little trick though, and will transform into a type of Siren...

As we mentioned before, using Karna in this fight would be your best bet (and even makes perfect sense along with the story!) You will be able to get in several extra hits as Bami moves up and down vertically for some moves, and you'll also have some handy range. It's not a MUST though, so use whomever you are comfortable with.

Bami has a good variety of up-close moves and ranged attacks. For close up moves, watch out for her very quick front kick (which will launch you in the air), her ground slam (she will take off up in the area and slam down onto the ground - watch her shadow) and her flame-thrower attack (which is really easy to see coming).

For her long-ranged options, Bami likes to rise up into the air a little ways and come down with her talons out-stretched. She is trying to run into you, but she is moving extremely slow (if she does get you, she'll pick you up and drop you). She also has a projectile move that will shoot out five chakra-like weapons at you. These travel fairly fast and hit rather hard, so it is best just to guard. With skill, you may get a Flash Guard and can then really put the hurt on Bami.

Bami adds in two special attacks once the fight is well underway. The first is her summoning move: Bami will summon three bat enemies to her aid. Use a powerful area skill (Napalm Shot works nicely) once the enemies have been summoned to help destroy them. Bami's final move is devastating: she will stay in place and envelope herself in a purple aura. After a little while Bami will unleash a very powerful series of lightning strikes. This lightning peppers the arena you are in, but you get a split-second of seeing a purple shadow on the ground before the lightning hits so do your best to run around and avoid the strikes. If you do get hit you will take a TON of damage (likely 300-400 easily), and if you get hit quickly (on the first wave) you may very well get knocked down and hit by subsequent lightning bolts, which may outright kill you.

Focus on dodging Bami's projectile attacks and lightning and you will be okay. Check out her moves below for an edge.



When Bami starts charging up an attack, punish her to knock her out of it and leave her vulnerable, which you can take advantage of with an EXTRA Skill.

#### BAMI'S MOVES:

If she is close enough, Bami will attempt to somersault-kick you. This will launch you up in the air if it connects. You won't likely get hit with this if you keep on the move.

One of her favorite moves has Bami flying up into the air and after a few seconds slamming back down, causing a fairly large area-of-effect damage radius. You can follow her shadow to see exactly where she is going to land, making this another move you likely won't have trouble with.

Another close-ranged move is Bami's flame-thrower. This is telegraphed well ahead of time as Bami charges up two large fire spheres and then uses them to spread flame directly in front of her. If you are lucky enough to get behind her when she does this, you can attack without worry. Otherwise, just run away.

Bami will rise up into the air a little ways and come back down feet-first. She will appear to be moving fast thanks to a shadow behind her, but in reality this move is very easy to dodge. If she does get to you, she will grab you up in her claws and rise up in the air with you, slamming you down afterward.

One of her most dangerous moves involves her throwing chakra-like projectiles at you. Bami will pause for a second and whip her wings outwards, producing five projectile weapons that will spread out and have a slight homing property. These things move fairly fast, so it is best to aim for a guard or Flash Guard to mitigate damage.

If Bami wasn't annoying enough already, she has the ability to summon bats as allies during the fight. Three, in total. Try to get in a powerful area attack once they are summoned to not only hurt them all at once but Bami as well.

Bami's final move is her most powerful: her lightning attack! Bami will envelope herself in energy and charge. This takes her a little while, so lay into her for a few seconds while she is charging, then run! Bami will then unleash the fury, causing multiple lightning strikes to rain down in the arena. These HURT if they hit you. You can see a brief purple shadow on the ground before they strike, so do your best to run out of the way to survive the attack.



After defeating Bami you'll observe **The Two Masks** memory and obtain the **Left Mask Fragment**.

After the fight, approach the altar to the north to see the memory **The Two Masks**, which shows you where the Mask of the Moon comes from and **increase Adol's base STR by 1**. After that, claim the **Left Mask Fragment** from the chest.

You can head back to the Roos' Nest now if you wish, but there's little else you can do here. Now, you're ready to take on the [Lake Tolmes Ruins](#). Teleport there when you're ready.

## Lake Tolmes Ruins

### Lake Tolmes Ruins

#### Enemies - Lake Tolmes Ruins

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Ibolzu	45	1,730	526	357	2,221	267	Nothing	Sturdy Hide, Frog Extract, Bizarre Hide

Merahva	42	645	341	210	233	239		Brittle Bone, Titanic Bone
Sodwar	41	332	467	147	243	236		Split Hair, Strong Hair, Drill Beak
Tolmeus	43	1,860	626	241	5,073	251	Nothing	Brittle Bone, Titanic Bone

Head forward to meet some of the denizens. The smaller enemies are Merahva, reptiles that attack with a steel boomerang. The larger bird-looking thing is a Tolmeus; watch out for its water spit, as it can hit you multiple times from long-range. Head down the left staircase and into the water to find a chest with an **Enigma Tablet** to your right. Explore both this side's and the other side's watery bottom if you wish, then head up the left staircase. At the top, check to the south for **3x Catholicon** then head north into the next area.

Here, you can head right if you wish, though you'll just find that this area connects to the previous screen (and the other staircase option). When you're ready, head left and down the stairs into more water, then turn south and head east to find a dead-end with a chest you can open for an **Amethyst**. To the west and north, you can check out a wall here that is slowly leaking; from there, fight your way to the far right. You'll be able to fight your way up some stairs at the end, then head south toward the next exit.



You'll obtain the **Black Omens** memory when you enter the dungeon. There are numerous accessories you can find in various chests, as well as a stat-boosting **Power Elixir**.

We're back out in the first room, only higher. Head south past the door to the right and you'll find some stairs. Follow them up to a chest with the very nice **Rune Cloak +8** in it. Head back down and take the right exit now, and you'll see a scene here and will gain the **Black Omens** memory, which will **increase Adol's maximum HP by 10**. Head north once you've seen it and attack the new Sodwar enemy; this thing is weak to Pierce, and will try to drill you. North of it is the gigantic Ibolzu foe: a giant plant frog that can bunker down and become invulnerable. It can also spit out a shot that makes several shots spread out in the area, as well as emit poison all around him, which will likely poison your entire team if not guarded against. Ignore this western path we've come across for just a moment and head into the nearby water, opening the chest to the left for the **Spirit Necklace**, an accessory that can revive you once upon death. Fight your way north in the water path now to come to an area you can climb up. Follow this path north to a chest that only Duren can open for a **Power Elixir**. With that in hand, take this northern western exit to continue. In this room, head down the path into the water, equip the **Hydra Scales**, then dive! There are three chests down here; from left to right, open them for **50x Silver Ore**, the **Warrior Seal IV** and finally **50x Coal**!



Use Calilica to energize an object and raise a sluice gate, which will allow Ozma to poke a hole in a wall.

Head back to the previous screen and south to the previous western exit we skipped. Make your way west to a fork; both the stairs to the north or continuing left down to the water lead to the same area, but let's continue left for maximum exploration! Heading left leads to some water, so dive down and make your way toward the left ramp. To the north - partially hidden by the stone ramp - is a chest with a **Saint's Diadem** in it. This accessory converts gold to EXP, which can come in handy if you're not hurting for cash. Head up the western slope now and head over to the area to the left; there is a chest here for Duren to crack open containing a **Gold Dragon Charm**, which ups STR by 5 and prevents Misfortune. Head up the stairs to the north and head to the right. In the center of the area, you'll find a device that Calilica can energize that will connect this area with the previous one. Explore the rest of the area to the right to see how it is all connected, then go back into the water in the center and head south past the floodgate. Take a left and go to the area where you noticed the hole in the wall earlier (the upper left). Ozma can now break down the wall and expose the new area, so crack it open, then use the exit to the upper left to continue on.



The next time Calilica energizes an object it'll start a water wheel spinning. Continue to the end of the dungeon to find the **Truth of the Spardas** memory.

We're in another waterway. Head down into the water, then swim northwest to find a chest with a **Bitter Potion** inside. Head south now and once you are back on dry land, defeat your enemies and head through the exit to the right. This leads to a broken walkway with an **Onyx** in a chest that we've been seeing for a while. Head back now and fight your way south to the next exit. We'll be back out to the first room again! Head north for a chest with **Bitter Potion** x3, then head south and fight your way north to another object Calilica can energize. This lets water into the first room while simultaneously opening the way forward. We CAN go back and get a chest, but it'll be much easier to grab in a few minutes, so let's put it off for now.

Head north into the next area and fight your way up to a monument. This is a good point to save, as a boss fight is coming up. Head forward and soon you'll see a scene, as well as gain the **Truth of the Spardas** memory, which will **increase Adol's base DEF by 1**. Once that's over, it's time to tame the beast tamer.

#### NOTE:

The beginning of this last area is a great spot to grind for cash, as the four Merahva foes here commonly drop **Titanic Bones**, each of which will sell for 1,000G. You can run in, kill them, zone out and repeat fairly quickly. Equipping a **Silver Axe** on your characters will increase the drop rate of **Titanic Bones**.

## BOSS FIGHT: GADIS, THE SADISTIC BEAST TAMER



**IMPORTANT: Make sure to defeat at least one Dagbanther that is summoned during the battle!**

Gadis has a fairly brutal personality, so it should come as no surprise that he turns into a giant beast bent on flattening you. He has a decent mix of short range attacks and long range attacks as well as two special moves that he'll pull out in the last half of the fight.

If you get too close, Gadis may try to grab you in his non-claw hand and charge up energy, causing an explosion in his hand to hurt you for major damage. You can stop this if you do enough damage while he is charging. For the rest of Gadis' close ranged attacks, you can expect quite a bit of range thanks to his huge claw. These include a frontal area sweep and an overhead slam. You can still dodge these moves, but beware of their deceptive range. Gadis is also fond of leaping at you and causing wide area damage. Again, this damage radius is probably bigger than you are expecting, so run and dash as soon as you see it until you are used to it. It is extremely worth noting that Gadis takes a LONG TIME to get up after his belly flop attack and you can and should lay on the pain after he uses it.

For long range attacks, his most dangerous option is to throw his claw like a boomerang. This thing packs a decent punch and is fairly fast, so guarding (or Flash Guarding) is often your best option. He nailed us a few times by throwing it while we were on the move, so be careful at all times and be sure to watch out for its round trip return. Note that you can often run up to him and attack his right side as it is returning without worrying about your safety. Gadis also has a missile launcher in his arm (no kidding!) that can fire off five missiles in a row. These missiles travel slowly though, so they are easy to outrun despite their slight homing properties.

To cap things off, Gadis will summon wolves from nowhere to come attack you. Makes sense for a beast tamer, I suppose. These wolves are little more than a nuisance, but can do light damage and should be destroyed. Once his life is halfway gone, Gadis will start to use his most powerful ability; he will charge up his claw with red energy while pointing it at you. After charging for a while, Gadis will fire it at you, producing a large beam of fire. If you are close to his level, you should pour on damage while he is charging as it is possible to stun him, which not only cancels his attack but also gives you a stun period to hurt him in. If that fails, we'd advise retreating far away and standing still; wait for his shot and dodge it. He may fire at you or just to your side, so judge quickly and dodge away from danger. If he does hit you, you are looking at around 500 damage per hit and multiple hits, which is likely to outright kill you.

Check out his moves further below for a recap and take this beast tamer out.



Be sure to kill some of the Dagbanthers Gadis summons to fill out your bestiary. Gadis' attacks affect a large area, but you can usually punish him if he misses.

#### GADIS' MOVES:

If you are too close, Gadis will try and grab you or an ally. If he does this, he'll charge energy which will eventually explode the party member in question and deal large damage. It is possible to stun Gadis out of this move.

Gadis is extremely fond of belly-flopping at you, which will cause a fairly wide area attack where he lands. Try to avoid it. This attack makes Gadis slowly get back up on his feet, which is time you should use to pour the pain on!

If you are close, Gadis may pull his claw back and use it for a wide frontal sweep attack. If you can, dodge to his right and try to get behind him, or if you are on the move, dodge away. If he's caught you in a bad spot, just guard.

Gadis can also use his claw arm in an overhead forward slam. His arm extends for this attack, giving it decent and unexpected range. Dodging away from this attack will keep you safe though, which is fairly easy.

If you are further away, Gadis may take his claw off and throw it like a boomerang at you. This projectile travels fairly fast, so if you are in the line of fire, it's best to guard. If you are lucky, Gadis may be using this against a teammate and you can hurt him while he is doing it.

Another ranged attack has Gadis produce a missile launcher out of his arm and firing five missiles into the air. These missiles travel VERY slowly (talk about a bad missile!), but will try to hit you with their slight homing ability. This attack is very easy to dodge as long as you don't forget to!

Like a true beast tamer, Gadis can summon wolves to assist in his battle. Two wolves will come out of nowhere and attack. Use a powerful area attack if you can to hurt them and Gadis in one fell swoop as he often (but not always) summons them to appear right by his side.

Gadis' most dangerous attack by far will start appearing once you have his HP around half (or more accurately, around 60% or so). Gadis will charge up his claw with red energy and get ready to shoot a large fire beam at you. If you are confident / strong enough, you can pour on the damage while he is charging and stun him out of it. If you do end up facing it, get a ways away and be ready to dodge once the shot is fired. Be careful, as the shot may be fired just to your left or right, forcing you to dodge appropriately. Getting hit by this attack will likely kill you. No pressure, right?

After you regain control after the battle, move north and check the chest for the **Right Mask Fragment**. Now, before we forget, let's get the last chest in the ruins! Warp to the entrance and re-enter the ruins, then go down the right staircase and enter the water. To the north is a chest we can now reach with a **Roda Leaf** in it. Hurrah! Time for us to head back to Roos' Nest.



**Mask in Hand:** Acquired both halves of the Mask of the Sun.



Claim the **Right Mask Fragment**, after which you'll need to return to the Roos' Nest to acquire the **Artifact Sword Emeraude**

## Roos' Nest

Head inward for a long series of scenes. After talking with the elder, you'll be encouraged to visit the Colonia Artifact Laboratory and use the **Artifact Sword Emeraude**, which will let us kill living weapons. Or, well... will let Adol kill living weapons, as it is a unique action - sadly not a weapon - only he can perform. After some more dialog, leave the Roos' Nest and warp over to the red Monument at the Colonia Battlefield.

## Colonia Battlefield

You'll meet up with Gazock here. You can craft accessories or reinforce weapons here, which we highly recommend if you haven't done in a while. In any case, head north and get ready to go round two with the living weapon. Defeat it like normal, then use Adol's special action on its head to put it down for good. After some more dialogue you'll finally be able to enter the **Colonia Artifact Laboratory**.

## Colonia Artifact Laboratory

### Enemies - Colonia Artifact Laboratory

Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Denas	46	928	504	262	798	275	Nothing	Strange Mass, Purple Stone, Cursed Blade

Godenas	48	1,650	816	309	1,568	315	Nothing	Strange Mass, Purple Stone, Cursed Blade
Goras	45	365	232	163	131	257	Nothing	Strange Mass, Purple Stone
Pit-Bulb	46	425	301	187	329	265		Filthy Liquid, Clear Liquid, Acidic Liquid
Pulgart	45	473	370	446	448	262		Strange Mass, Silver Ore
Uno-Bulb	47	3,090	390	301	1,493	291	Nothing	Filthy Liquid, Clear Liquid, Acidic Liquid

You'll want to play as Adol for this dungeon, as you'll face living weapons throughout the entire thing, and you'll need his unique action to kill them. Straight to the north is an **Iron Ore / Silver Ore** deposit. Explore the room and head east to meet a Galba-Zera; note the Galba name, signifying that it's another living weapon, so have Adol ready. Other than that, it is pretty much cannon fodder; avoid its blast and kill it off. The next room has some normal enemies in it. The first is a sphere monster named Pulgart who is weak to strike attacks; he can do area attacks, shoot out two balls and can also charge up a powerful beam (be sure to kill it before the beam goes off, or get out of the way). The next foe is the Goras, a small floating monster who tries to spin at you; not a big threat at all. The exit to the north is a dead-end, but you can explore it if you wish.

Return back and head south and explore the circular room and then head northeast, fighting your way through a living weapon to an exit. You'll get a quick scene as you enter the new area. Fight your way onward, destroying the **Coal / Silver Ore** deposit along the way. Continue on to the next area and push forward until you see a scene. We'll now have Leezza as company! Don't worry about her though, she will recover any damage that she happens to take almost instantly. See, totally not an escort mission!



Grab a **Guard Elixir** and a **Life Elixir** from chests.

Continue on to the south and enter the next area. A new monster called a Denas will greet you here, which is supposed to look like a grim reaper. Eh... kinda, I guess. Kill him off and continue on, killing another one and ravishing the nearby **Coal / Starlight Stone** deposit. Nearby is a vent you can use your Dwarf Bracelet to access; put it on and go in! The pathway leads you back to a normal area where you can go back to being big. Check the south nook for a **Strange Mass / Red Stone** deposit and head through the next exit. This leads down to a dead-end with monsters, but also treasure! Claim the **Roda**

Fruit and the **Guard Elixir** here (with Duren's help), then head all the way back to the start of the dwarf tunnel.

Kill off the Denas and head south down the pathway as it winds north. There is a new monster here called a Pit-Bulb, which is weak to slash attacks (Adol can utterly destroy these things). There's also a locked chest with a **Life Elixir**; have Duren grab it, then head up the stairs to the next screen. Fight your way through this screen (another linear path) and kill the living weapon at the end, continuing to another screen. This next screen is very linear as well, so press on through. Continue north to a wide room and slaughter the enemies there. Try and focus on area attacks to really slaughter the Pit-Bulbs here, then collect from the nearby **Coal / Starlight Stone** deposit. Continue to the northwest and hit up the monument, then kill the living weapons past it. Head north first to find a chest with a **Hermit's Scarf** in it, which lets you obtain experience while walking. Head south now and kill off the rest of the living weapons, then fight your way west down the hallways to the next area.



Remove a lattice grate while full size, then shrink down with the Dwarf Bracelet to reach a chest containing a **Sun Stone**.

Continue forward and soon you'll come to a split in the path, with one path leading north and another east. Head north first, as it leads to a dead-end. You'll find a new enemy here: the Uno-Bolb. This is actually what results when several Pit-Bulbs merge. This thing will cause area of effect poison and can shoot pink blobs at you that stay on the ground for a bit. It has a jump attack as well, but is fairly easy to take out. Do so, then check the treasure chests here for some **10x Gold Ore**, a **Rune Blade +9**, and **10,000G**. Head back and take the eastern path now, which leads down to a wide area with a ton of Pit-Bulbs. Take them out before they try to merge or something, then inspect the lattice nearby to open up a path for your Dwarf Bracelet. Head in, and you'll see a split in the path giving you the choice between an upper and lower path. Take the upper path first, as it leads to a chest and nothing else. Have Duren open it for a **Sun Stone** which will be used to forge ancient weapons. Head back through the dwarf tunnel now and take the lower path.

You'll be at a split soon, but be sure to take the southeast path first. Fight your way forward to a large area to the east. Kill the enemies here and then you'll be free to loot the three treasure chests for some **3x Catholicon**, a **Holy Glove +7** for Duren, and finally a **Bitter Potion**. Head back west to just outside the Dwarf Tunnel now and head north. Follow this path to the next area and keep going. At the circular path, explore both routes and keep heading north. You'll encounter another wall-mounted living weapon here; take him out just like the guardian of these ruins to open the way forward. Head in and travel to the large open area to the northeast. Search around the southeast for a button to connect the nearby bridge, which opens this area up to the beginning of the ruins. Head forward to the monument and save if you wish, as a boss fight is coming up. Head north to see for yourself!

## BOSS FIGHT: SOL-GALBA, THE MUDDLED GALBALAN

《The Muddled Galbalan》

### SOL-GALBA



Sol-Galba, round two! He actually retains a lot of his previous moves from the first fight, but of course his stats have been enhanced. He also adds in a handful of new moves, just to keep you on your toes. Returning moves include his hand smash, which will place lines on the arena for you to dodge (again, go slow to avoid them easier), his shockwave move that is designed to push you back, and his fire spit that breaks up into smaller fire balls that chase you. These fireballs hit much harder now, so be careful.



Attack Sol-Galba's feet, then its hands to knock it down, where you can then actually damage the boss by attacking its head.

As far as new moves go, one of the most annoying is a blinding light move that will daze you. This by itself is no big deal, but Sol-Galba will often follow up with a ground punch move and nail you with it. You CAN guard the flash move, but it requires a Flash Guard. Sol-Galba will also take off in the air and come crashing down a small while later. You can use his shadow to see where he's coming down at. When he lands, there'll be some area damage to avoid; the range is quite impressive, so be ready. Small bolts of energy will also shoot out from him in the four cardinal directions (relative to him, of course), so be careful of that as well.

His next new move is a simple tail sweep that sweeps around 360 degrees. If you are close to him when he does this, you may as well just guard, as your dash won't cover the distance to safety. If not, dash away. Finally, Sol-Galba has one last powerful move where he will get down and charge up a shot near his mouth for a bit, then release it at you. This powerful shot can be dodged at the last second to avoid damage, but does deal heavy damage if it hits. It is easier to dodge than previous bosses charge attacks though, so you should be okay.

With all those moves covered, let's talk about how you hurt Sol-Galba. You'll probably notice that each of its feet and hands have health bars. Focus on the feet first to (eventually) get him on his hands, but save

your SP. Once he is on his hands, hit them with a powerful SP attack and finish them both off. After that, the beast will be stunned for a time and fall flat on its face. THIS is the time to actually chip away at Sol-Galba's health bar. Lay into him hard and you should knock off around 33% of his life bar (give or take). He will recover soon, and you'll have to start back from square one, meaning that you'll have to go through roughly three cycles of knocking him down before this beast is finished (again, more or less). Check out his moves below and pacify this dangerous creature.



Sol-Galba's attack can affect a surprisingly large area, and its blinding attack is especially tricky to avoid.

#### **SOL-GALBA'S MOVES:**

It will smash its hands against the floor and cause lines to appear. Milliseconds later, anything touching the line will be hurt. This is one of those rare times when walking SLOWLY during an attack can save you, as you don't want to run into a line.

Sol-Galba will spit fire at someone. This in and of itself is really easy to dodge (the fire is fairly slow), but several smaller fireballs will break off and home in on nearby allies. Dash away to stay safe as the homing ability doesn't last long. The fire itself is powered up of course, so be sure to avoid it.

Another returning move sees Sol-Galba raising his wings and producing a shockwave, knocking everyone back. Again, this is his "get away from me" move. He actually uses it a lot less often in this fight.

One of his new moves is a 360 degree tail sweep. This is a powerful ability with quite a large hit radius. If you are close to him, it is best to guard to mitigate damage. If you are a bit away, you can likely just dodge away from him to avoid damage.

Sol-Galba's most annoying move is a blinding flash of light. You'll see this coming as the screen's light changes when he is about to do it, but unless you Flash Guard it at the exact second he does the attack, you are going to get dazed. This move doesn't really stop at the daze though, as Sol-Galba will very likely (as in almost guaranteed) follow up the attack with his ground punch attack, hitting you with a line of energy and punishing you for not perfectly guarding.

Another new attack sees Sol-Galba finally taking flight. Follow his shadow when he does, as he is about to come smashing down causing area damage all around him. Fairly easy to dodge thanks to the shadow. It's worth noting that once he lands, small energy beams will shoot out in all four cardinal directions (centered on him: north, south, east and west), so be sure not to approach him from those directions to stay safe.

His final attack (or at least the attack you'll see once he starts getting low on health) has Sol-Galba charging up a beam shot out of his mouth and firing it at you. As you can expect, this does heavy damage if it hits, but by getting on the other end of the screen and dodging to the side as soon as you see him release it, you will be able to dodge it. It lasts a while though, so you won't be able to hurt him until it is done. Be sure not to dodge yourself into a corner.

After the fight, enjoy the dialog as the game lays a few revealing bombshells on you. You'll gain the **Mask of the Moon** during the dialog. Hurrah!

With the Mask of the Moon at our disposal we can hopefully stop Eldeel from attaining his ambitions, and given the nature of the story we ought to head over to the [Temple of the Sun](#) as soon as possible. You know, if things made sense. It's a video game, however, and after the Colonia Artifact Laboratory, a new round of quests will become available. Since we're not penalized for it, we might as well go finish them off while we can - these are some of the last quests in the game, so you should start seeing long-running questlines complete and associated trophies pop. This will all be covered in the [Quests After Colonia Artifact Laboratory](#) section of the guide.

## Quests After Colonia Artifact Laboratory

You know the drill, a major story event is over, so now there are new quests you can pick up by traveling from town to town and taking a gander at the quest boards:

Danan Village II

- [Rabbit Hunting](#)
- [Resentful Spirit](#)

Highland Town III

- [Cries from the Abyss](#)

Casnan City IV

- [The Ultimate Purifier](#)
- [Fruit Bat in the Dark](#)

Comodo Village VI

- [The Wandering Chick](#)

Selray Village VI

- [Happy Present](#)
- [Legendary Weapon](#)

Finally, you can also finish off the free-form quests [Mouse's Information](#) and [Zara's Tickling](#).

If you've completed all the quests coming into this section, you should finish by obtaining the **Philanthropist** trophy. Each of the aforementioned free-form quests also come with a trophy: **Heard It All** for [Mouse's Information](#) and **Tickled Pink** for [Zara's Tickling](#).

After completing those quests, there's more you can do - like finish up the previously inaccessible areas in the Forest of Dawn: East. There's more to this endeavor than it might seem, however, as the game's superboss, Foria-Daros, can be found here, and you'll really want to score some **ultimate arms and**

[armor](#) and perhaps [boost some of your stats](#) before attempting this foe. Check out the linked subsections for more information on these tasks, and when you're ready to prove you're the baddest thing in Celceta, continue on with the [Foria-Daros and Finishing Up the Forest of Dawn](#) section.

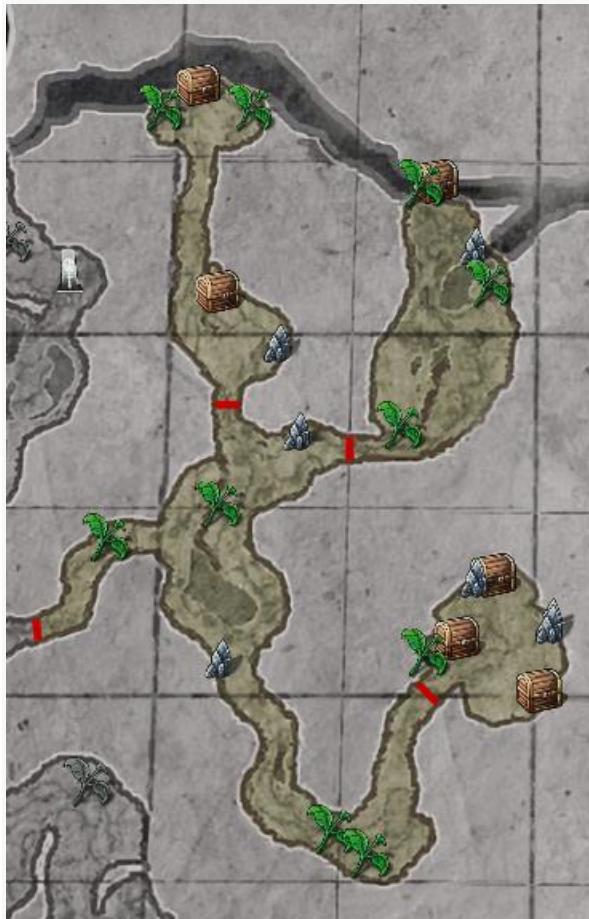
If you can't be bothered to do any of that, however, you can always continue on with the story by skipping ahead to the [Temple of the Sun](#).

## Foria-Daros and Finishing Up the Forest of Dawn

This section cover the parts of the Forest of Dawn: East area that were previously blocked by rock formations. Now that you possess the Beast King's Claws, however, you can bash through these rocks to reach the previously inaccessible areas beyond.

There are two main components to this section, the first being the rather trivial matter of smashing into the new areas and claiming what treasure can be found there. The second involves defeating Foria-Daros, the game's superboss.

### Forest of Dawn: East



First things first. Warp to the light blue Forest of Dawn: East Monument (just northwest of Casnan City) and from there exit east past the Bozuonga. No harm in humbling this massive ape just to teach it how times have changed.

When you arrive in the next area follow the path until you wind up on the southern side of a body of water, at a fork. You can either go south or north; head south first, following the long path down here until you

come across a set of barriers that we found way at the beginning of the game. Use the Beast King's Claws to shatter these, then proceed north to the next area.



The Beast King's Claws will allow you to reach some choice loot, like a **Gold Pedestal Replica** and a **Sun Stone**.

This place is just full of treasure and is monster-free! Head up the right edge and have Duren open up the treasure for **3x Onyx**. Just to the north are two resource points with **Strange Mass / Green Stone** and **Strange Mass / Yellow Stone**. Head to the left now and before going upstairs, nab the **Gold Pedestal Replica** in the cubby to the left. Head up now and grab the **Sun Stone** from the chest. One of only three in the game and part of the **Legendary Weapon** quest! You should have two of these now, and it's highly recommend that you use it to craft a second set of ultimate arms and armor before attempting such a foe.

Just to the south of the chest is a **Coal / Nocturnal Mushroom** resource and further south is a **Rotting Leaf / Marl Flower** resource. That's all for here, so head back to the previous area.

This time, head north at this fork you'll come to another fork with barriers and an exit to the east; exit to the east. We've been here before, but in the northern part of this area, there is a barrier we can now break to reach a chest with a **Skill Ring III**. After grabbing it, head back to the previous screen and break the barriers up here to exit to another area. To the right is a **Coal / Strange Mass** resource, and up north a bit further is a chest with a **Celcetan Panacea**.

## Foria-Daros

Now... SAVE! With all that taken care of, head north when you're ready. Allow me to introduce you to Celceta's resident nightmare: Foria-Daros.

### Note:

If you're having trouble with Foria-Daros, you can always brute-strength this beast by boosting your stats. Check out the [Max Stat Boosting](#) page for more information.

### SUPERBOSS FIGHT: FORIA-DAROS

Make sure to bring a TON of Bitter Potions! The game doesn't consider Foria-Daros to be a boss, but since it is harder than ANYTHING else out there, we are here for you!

Foria-Daros hits HARD. Super hard. So guarding and dashing in this fight is a MUST. Be sure to read those moves below to know what you should expect.



Get the timing of Foria-Daros' attacks down and after a Flash Move you'll be able to punish Foria-Daros.

An important note is knowing that you can actually get away from Foria-Daros (the Gale Shoes help). As long as you don't leave the area, Foria-Daros won't regain HP. You can use this knowledge to run away and recover HP naturally. Be careful when you do though, as Foria-Daros will use its long-range purple lightning attack when you get away from it. Honestly though, that's inefficient; again, make sure to bring a ton of Bitter Potions!

Guard well, know its moves and heal wisely. Try to use long-range special attacks when you can (Aura Fencer is nice). Equip something that will prevent Paralysis. If you need to, be cheap and run away to heal up and regain SP from the easy monsters. Abuse health items. Whatever it takes!



Use attacks like Sonic Slide to keep moving, as getting hit by some of Foria-Daros' attacks can be quite painful. For defeating this superboss you'll obtain the **Hero's Ring**.

#### FORIA-DAROS' MOVES:

Its basic "attack" is jumping around. Just doing this alone is dangerous! Each bounce sends an area attack out that doesn't hit very hard. Once it jumps away, a flower will bloom and shortly explode afterward. This attack is best to dash away from.

Foria-Daros will charge up BLUE lightning (the color is important!) and after a short time will shoot electricity at you. This blue lightning spreads out after it is shot. If you can, dash around it. If not, guard against it.

Also be on the look-out for PURPLE lightning. This is perhaps the attack that will kill you... the most. Foria-Daros will charge up purple lightning and shoot it out. It has a LONG range and a slight homing design to it. Being at short range is devastating but the attack also sends lines along the ground that will hurt you if you get caught in them.

The most devastating attack comes when Foria-Daros jumps up HIGH. It will attempt to land on you afterward and will then shoot out an earth attack that, if it catches you, shoots spires up. You can out-run this attack by dashing away.

After defeating the beast, have Duren check the chest for a **Hero's Ring**. There are also **Rotting Leaf / Marl Flower** and **Rotting Leaf / Marl Flower** resources on either side of this upper area.



**Lord of the Jungle:** Defeated the ruler of the Great Forest.



Once you've defeated Foria-Daros there should be little left to do but continue the story. In that case, continue on to the [Temple of the Sun](#).

## Temple of the Sun

### Temple of the Sun

Fast travel to the Roos' Nest Monument and exit to catch a scene. After the dialogue ends, head up the stairs to the Temple of the Sun, where more scenes will occur, after which you'll be in the temple.

#### NOTE:



If you've explored **EVERYTHING** up to this point in time, entering the Temple of the Sun should be sufficient to **drive** your Map Completion % to 100%, earning you the trophy **Master Cartographer**. If it doesn't pop here, you missed something. Dungeons seem to give a lump sum of completion upon entering, so the culprit is probably the edge of some overworld area. Look at your world map and pay attention to the boundaries of areas - if any appear faded, travel there and hug the area border as you explore and hope it fills out. Not taking care to thoroughly explore every nook-and-cranny and run along the exterior edge of all areas as you've played can prove to be a major chore here, as you'll have to run back and attempt to find what sliver of map you missed. On the other hand, your map completion carries over to New Game+, so whatever you don't have now, you can try to get on your next playthrough if you don't want to bother now.

Assuming you've attained 100% Map Completion, return to Griselda at any time to pick up your reward, which includes the **Ares Seal** artifact. This device will increase the rate at which your **EXTRA** gauge fills.



**Master Cartographer:** Completed the Map of Celceta.





**Beyond Lies Your Goal:** Opened the door to the Temple of the Sun.



**SAVE FIRST**, if you haven't already! When you're ready, make your approach and take on... well... god.

### BOSS FIGHT: ELDEEL, THE BLACK-WINGED GOD



Here we are, finally facing off with Eldeel's dark persona. You'd think this would be a truly hard fight, perhaps even the final boss, but not so much. Eldeel has a number of element-enhanced attacks, and the vast majority of these attacks have some form of area-of-effect to them, so dodging is of the utmost importance here.

Let's start with the basics. Eldeel will summon giant water bubbles to slowly approach you in two sets of three; dash away from them to stay safe. His next attack is a series of homing fireballs that will try to hit you one after another, two sets in total. Again, staying on the move will keep you safe completely. Next up is a lightning sweep with his spear that will sweep 360 degrees around him. You should be able to dash away just in time and remain safe (or even get a Flash Move, in which case go back in and lay on the damage). His fourth basic move also involves his lightning spear (Eldeel really does prefer lightning). He will thrust his spear at you, which in itself is easy to dodge, but when he does it, several (around four) lightning spheres will appear out from the tip and travel around randomly for a short period of time. If you can get behind him or to his sides, you can easily evade them (your AI partners will often eat these).

Those are only his basic moves. However, once you get his health down to about 50%, you will see a scene where Eldeel will automatically use what is likely his most dangerous move: the lightning rod. Eldeel will charge up his spear for a bit, then it will disappear. A second later it will appear right where you are as lightning strikes it and causes damage to anyone within its radius while drawing you in. The secret here is to start running away from your current spot as soon as the spear disappears / finishes charging. With a sustained dash, you can remain safe from this attack entirely.

His last two moves come after you've seen the lightning rod for the first time and are rather tricky. The first isn't too bad... Eldeel will charge up a green sphere and throw it at the ground. These spheres aren't meant to hurt you; they are meant to hit the ground and cause green lines to appear. Once they do that, whirlwinds will travel down the lines and attempt to hit you. Much like the lines in the Sol-Galba attack, if you slow down and walk, you'll be much safer. The final attack is his worst; his earth buster attack. Eldeel will cause ripples to appear on the ground; these ripples will chase you while causing earth spikes to

spring up one after another. Very tricky to dodge, but start dashing away as soon as you see this and change directions. He will do this twice in a row, just like most of his elemental attacks.

And that's all there is to fighting Eldeel. Other than knowing his moves, you have a massive HP bar to eat through, so be ready for a long fight. It is also worth noting that Eldeel can dash and move about very quickly, so try to stick to quick-acting skills to save yourself SP and ensure you connect. Check out his moves below and take on the Black-Winged God.



Keep moving and take potshot at Eldeel when he leaves himself open. Some of Eldeel's attacks are fairly easy to dodge, which is a prime opportunity to punish Eldeel.

#### ELDEEL'S MOVES:

The first of his basic attacks is a set of three water balls that will travel slowly at you. Very easy to dash away from, but if you do get hit, you will often get juggled by them and take multiple hits. He does two sets of water balls in total.

The second of his basic attacks is a string of fireballs hurling at you one after another. If you stay on the move, you can dodge these with ease. Like the water bubbles, if one does hit you, all of the subsequent ones likely will as well, leading to multiple hits. He does two sets of fireballs.

Eldeel's third basic attack is a simple sweep of his lightning-infused spear. This is a 360 degree move, so be ready no matter where you are! Dashing away from it can often net you a Flash Move, so be sure to capitalize on that when it happens.

Eldeel's fourth basic move is his lightning spear thrust. The thrust itself is easy to dodge as you'd imagine, but be careful of the lightning spheres that appear afterward. They will appear in front of Eldeel and can move randomly about, so be sure to get to his side or back to be safe.

Once you have his HP down to 50%, you'll see his lightning rod ability. Eldeel will charge up his spear, and after a few seconds, it will disappear. It will then reappear wherever you are standing and not only try and suck you in, but also shock you with waves of lightning. You can dash away as soon as the spear appears, but keep on dashing to remain safe. You may very well die if you are unable to dash away in time.

After his health gets below 50%, Eldeel will also use a green sphere attack that causes green lines to appear on the ground. Whirlwinds will appear after the lines show up and travel down them. You can of course stay out of the way of the lines and remain safe.

For his last move, Eldeel will cause ripples to appear on the ground and chase you. These ripples will cause spikes of earth to appear underneath you if they catch up with you. Run away as soon as you see

this attack to stay ahead of it and give yourself a chance to dodge it. Eldeel will send out two waves of ripples in total at you.

Enjoy the dialog after the fight, as Eldeel opens up the way forward for us. The final dungeon, **Iris, The World Of Records**, remains.

**NOTE:**

You can freely enter and leave **Iris, The World Of Records** as you see fit - you're not at the point of no return yet.

## Iris, The World Of Records

### Iris, The World Of Records

We'll get some dialog as we enter Iris explaining the three routes we'll have to explore - and three guardians we'll have to conquer - to open the way forward. It's final dungeon, but it's a long one! It doesn't really matter which order you tackle these routes, but for the organizational purposes of this guide, we're minding our metal hierarchy and will proceed in the traditional order of bronze, silver and gold. Head up the northwestern path to enter the Iris: Bronze Area.

#### Iris: Bronze Area

Enemies - Iris								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Sidgodde	51	1,200	548	527	1,727	474	Nothing	Strange Mass, Purple Stone
Sonarm	51	705	382	264	1,649	477	Nothing	Strange Mass, Blue Stone, Yellow Stone
Toqone	51	805	548	332	1,253	471	Nothing	Strange Mass, Red Stone, Green Stone
Totoankh	52	1,410	498	303	2,172	488	Nothing	Strange Mass, Iron Ore

Head forward and defeat the first new enemy: the Toqone. This demon enemy tries to snap you up in his jaws. Ouch! He's pretty easy though; slaughter him and head east to meet another new enemy: the Sidgodde. This harpy will use the eye it carries to try and shoot at you repeatedly, so keep dodging. After killing it, read the monument, which will prompt you to raise your hand. Doing this just resets the floor puzzles on this level though, so cancel and hit the floor panel to the right to move the floor. Head up the floor now and kill the monster. To the right are two more floor buttons; hit the south one and travel all the way south. Destroy the monster here and claim the chest for a **Healing Tablet**. Head back north, stopping by the path on the right to have Duren open the chest for a **Shield Ring IV**. Head back north and step on the northern button to switch the floor, then continue north some more to step on one once you reach the other side. For the two paths here, ignore the one that goes left and up; instead, hit the switch on the right to make the floor change. This will let you access the platform to the northwest for **3x Catholicon**.



If you cross the witch's gaze, you'll be repulsed by spikes. Use the Dwarf Bracelet to sneak under them.

Head south now and fight your way to another tablet that advises you to "Beware the witches' stares". The trick here is to equip your Dwarf Bracelet and walk under the lasers. You can un-equip it afterward and use the table to turn off the lasers forever. Fight your way upward now and hit the switch here; move up, left, and down to a second switch, then down to the lower-left to hit a third switch. Head south now, taking the left path down to the bottom platform. Open the chest to the west for a **Roda Leaf**, then kill the enemies and hit the right switch. This lets you get over to the right to access the chest for the **Purgatorio**, a powerful weapon for Duren. Return past the button you pressed to be back on the southern platform, then press the button to the left.



In Iris you'll find a variety of high-tier arms and armor, such as the **Purgatorio** and the **Saintly Robes**.

Head north back the way you came (the middle path between the two buttons), stepping on all three of the buttons along the way. Upon hitting the last one as you turn south, the platform will shift to the right, allowing you to go north and east to the locked chest for some **Saintly Robes**. Now, you are essentially locked out of progress to the west; to undo this, you have to go back to the east side (south and all the way around the circle), then go up, right, down, and right to see two buttons to the north and south. Hit them both, then return back to the western side by traversing the circle once again.

Once you're back on the other side, use the first three switches once again as you head south; when the path comes to a split once again, step on the button to the right this time, then go down to the platform and step on the button to the upper-left, allowing you to proceed. Move north to the next platform and step on the switch nearby to keep going north to another platform and fork. Head to the far north from here, and you should find a Duren-only locked chest with a **Celctan Panacea** inside. Head south back to the fork and go east, hitting the last switch to the north, allowing you to continue on to the east and north to exit this forsaken area.



Equip the Beast King's Claws and dash into large urns to break them and release their water so you can swim to the north. Pass through the portals and grab a variety of treasures, including the **Apocalypse** sword.

Head forward and read the tablet. Equip the Beast King's Claws and take out the urns to the left and right to let water fill up this area, then head north. Kill the enemies and note the doors here; these actually warp us around, so we'll guide you through where to go. Take the left path first, then go down the ramp to your left and check to the southeast for a chest with a **Celctan Flower** inside. You will start to encounter the Totoankh enemy, which is similar to the other flying enemy, but fires orbs instead of laser beams. Anyway, head north through the door here, then climb up the ramp and take the northwestern path. At the fork here, go through the southern door to find a dead-end with a **Skill Tablet**, then go back and travel to the left and fight your way north. After a few platforms, you'll come to another chest with the **Flash Bracelet** accessory, which actually lets you heal with a successful Flash Guard!

Head back south and east, past the southern door and finally east at the split. Head southeast down the ramp, then go through the southeastern door at this fork. Open the chest to the southwest for a **Roda Fruit**, then the locked chest to the northeast for a **Life Elixir**. Return back to the fork and move northeast now. Stay on the path (skipping a door) and at the end of the path, fight your way to a chest with a **Kaiser Potion**. Head back now and go through that northwestern door we skipped. Head forward to a split, then head southwest when you can to find three treasure chests! Open them for some **Strange Mass** x15, a **Diamond** and finally Duren can claim a **Berserker Armor +1**. This is male-only armor that prioritizes strength over defense. Once you have those, head north and open the chest you run into for the powerful **Apocalypse** sword for Adol. Continue on to the monument; **SAVE**, then head forward to face a boss!

#### BOSS FIGHT: GIRGUZALM, THE BRONZE COLOSSUS



Girguzalm is the first guardian we will face. The first thing you should note is the solo HP bar. This boss will be much easier than most of the previous bosses we've been facing lately. Hey, at least he has those nifty shoulders that look like chameleons, right!?

To back that up, Girguzalm only has three moves in total: Boomerang Swords, a wind slash attack, and his rotating blade attack. See below for a more in-depth look at these moves. The biggest thing to note in this fight is to do whatever you can to NOT get stuck in a corner, as you can easily eat several hits in a row and end up hurting afterward. The last worthy thing of note is that you can stun Girguzalm and lay into his core, although this isn't needed by any means to defeat him. Check out the moves below and lay this guardian low.



Be wary of Girguzalm's "wish slash" attack, which is easier to evade than its range suggests. Attack Girguzalm between its own attacks, and when it's stunned, punish it with an EXTRA Skill!

#### GIRGUZALM'S MOVES:

Girguzalm's most common ranged move is his wind slash. He will slam both of his swords down at you and produce two blades of wind that go screaming at you. He does this three times in a row. You have plenty of time to get out of the way though (or you should), so just dash back and forth to dodge this move.

Girguzalm's next move is his boomerang sword attack. He'll throw both swords out and have them return to him. You can actually stand in front of him and be safe... Well, not RIGHT in front of him, but a few feet away.

Girguzalm's toughest move has to be his rotating blades. In this move, he will extend his swords out and turn around quickly, creating a 360 degree whirlwind of death. He also moves towards you slowly while doing this move. If you get hit without guarding, you can expect multiple damaging hits to ensue. If you can, dash out of this move; you can also just guard through the damage, if you wish.

One path down, two to go. Let's head up the middle path now to enter the Iris: Silver Area.

#### Iris: Silver Area

Enemies - Iris								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Galba-Muva	51	617	618	264	1,312	134	Nothing	Strange Mass, Red Stone
Shehazask	52	940	561	303	1,647	488	Nothing	Strange Mass, Silver Ore
Vezfes	51	1,100	431	187	1,312	462	Nothing	Strange Mass, Silver Ore



Obtain the **Wind Crest** and use it at a monument to generate winds you can ride up to higher platforms.

Head up the slope and you'll meet a new enemy called a Shehazask. These guys fire out shots that try to drag you in and hurt you, as well as hit you with a normal melee strike. Just blitz them to avoid the draw-in shot. Next up to the east is the Vezfes; this multi-faced creature will try to squash you, but not if you squash it first. Continue to the far east to find a chest with a **Wind Crest** in it. This is a key item for this area; use it on the monument to the south we passed to open the area up with a wind gust to the north!

Use the wind to head north and note the Vezfes gains a blow attack now that the wind is active. Head north and have Adol finish the living weapon here, and soon after you'll see a chest in some water with **10x Blue Stone** in it. Continue to the northwest and follow the path to another monument. First, go west and use the gust of wind to go up a level, then fight the enemies you find. Duren can open a chest here for the **Hero's Ring**. Head back, then move northwest up the steep slope and open the two chests here with an **Elysium** in one (a weapon for Frieda) and a **Healing Tablet** in the other. Head back down the slope to the monument and use the Wind Crest again to stop the winds.



Grab the **Elysium** weapon from a chest, and the **Rain Crest** from another crest. The latter can be used to increase water levels, allowing you to swim to new platforms.

Head back to where the chest in the water was (at the fork to the southeast), then to the southeast platform. Kill the enemies here and claim the **Rain Crest** from the chest. Return to the monument once more, then choose to use the Rain Crest, which will raise the water. Head northwest again and use the water to continue, following the path to a fork. Head southeast first to find a group of treasure chests; open them for an **Amethyst**, a **Healing Tablet**, and finally the **Valkyrie Dress +2**, a Female-only armor that ups strength a bit. (I almost wish characters changed armor in this game now just to see if this would look like Valkyrie Profile or not!) Continue to the northwest to come to a monument. Use the Wind Crest here, then head north, killing the living weapons to find a chest with the Sun Crest in it. Head back down and use the newly-acquired **Sun Crest** to open the way forward.



Finally you'll obtain the **Sun Crest**, which can be used to melt ice and evaporate water.

Head southwest and kill the face (who shoots fireballs now) and check the chest for **Red Stone** x10. Head southeast now, ignoring the northeast path for a bit. Continue southeast and take the second northeast path to find a chest with a **Hero's Cloak** in it (an accessory that ups STR and DEF based on enemies defeated) and a **Kaiser Potion**. Head southwest now to a circular area and use the Wind Crest with the monument here. Now, head back northeast, northwest, and then northeast to the path we skipped to find a wind platform. Take it north to a chest with some **Saintly Robes** in it, then return to the monument we just found.



Use your Gale Shoes to dash up a sheer cliff and loot **Judgment** from a chest.

At the monument, use the Rain Crest and head southeast to get past the pool. Once you get up to the next level, you can use a platform to the left and descend down to the monument again. Do so, then use the Sun Crest, then head back up on the platform. Fight your way east and north, then use your Gale Shoes to get up the wall. Open the chest here for the **Judgment** knives for Karna. Continue to the north to activate a monument, then **SAVE**. The next boss is coming up; we highly recommend equipping the Hero's Ring before going into battle. Assuming your EXTRA skill is ready to go that is! You can always change it to something else after delivering the EXTRA blow. Anyway, here we go!



is similar to Girkuzalm in physical appearance, only with bird faces instead of a chameleon. Also like Girkuzalm, Zerivuts only has three moves in total. These moves include a powerful forked beam move (his most powerful move), a frontal energy sphere attack, and a side energy sphere attack.

You can REALLY cheese this attack if you wish. Two of Zerivutz's attacks are able to be endured (in other words, you can get hit by them and keep attacking). You can combine that fact with multi-hit skills to really lay into Zerivutz. This comes at the risk of getting hit by his beam attack (which hurts), but you can

really stun him fast like this. Combine that with a Hero Ring enhanced EXTRA and you can often finish this boss off in one stun cycle.



You know the drill - dodge Zerivutz's attacks and build its stagger gauge, and when the boss is staggered, take it out with an EXTRA skill.

### ZERIVUTZ'S MOVES:

Zerivutz's most dangerous move is a split beam attack. This move is so powerful that, as a rule, you want to stand off-center of the boss. When he does this move, he'll shoot a beam straight ahead (which should miss you if you are off-center) and to the sides. THEN the sides come inward. Stay still in the safe zone near the middle beam to remain safe.

Zerivutz's second move is kinda weird. He'll put his claws in front of him and shake them, making energy spheres come out. If you are far enough away you can avoid them as they spread out as they travel. If you are close, you are bound to take some damage though...

Zerivutz's final attack is similar to the frontal energy sphere one. This time, he'll put his hands to the side of the arena and cause shots to come inward. Again, only easy to avoid at range since they spread out.

Two paths down! Time for the last path. Head down the right path and enter the golden area!

### Iris: Gold Area

Enemies - Iris								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Nel-Beever	53	1,760	334	329	2,653	500	Nothing	--
Nel-Plera	53	2,010	425	415	2,273	500	Nothing	--
Nel-Situ	53	2,450	611	415	4,218	500	Nothing	--
Nel-Vesbye	53	2,620	480	261	3,614	500	Nothing	--
Rudogoddle	53	1,440	400	554	1,802	500	Nothing	Strange Mass, Gold Ore

Oh boy, is this area a chore. Like the last two areas, you'll need to solve a level-wide puzzle to proceed, this time by using control panels to move light walkways around. We'll do this step-by-step so you don't get lost.

First head forward to kill the first enemy here: a Rudogodde. It looks like a bee / harpy hybrid and will fire projectiles at us. Take the first right here and follow the path to a chest with **10x Purple Stones**.

#### IRIS: ROTATION 1



Rotate the puzzle to the first configuration and grab the **Sun Stone**.

Head back to the initial ring control panel and use it to make the MIDDLE ring rotate COUNTER-CLOCKWISE once, then move the INNER ring CLOCKWISE once. Now you can take the newly-formed middle path to the west, eventually reaching a rare **Sun Stone**. This should be your third Sun Stone, and when you're done with this puzzle and reach the obligatory Monument in front of the boss you should consider making your third ultimate weapon/armor set.

#### IRIS: ROTATION 2



Rotate the puzzle to the second configuration to obtain the **Armageddon** weapon for Calilica.

Anywho, head back to the control panel now and rotate the OUTER panel COUNTER-CLOCKWISE once. This is just to get a chest with the **Armageddon** weapon in it for Calilica. Nice!

### IRIS: ROTATION 3



Rotate the puzzle to the third configuration and clear the first monster room.

Back to the panel now. The three paths in front of you should still be facing left, so with that in mind, turn the INNER ring CLOCKWISE once, and the OUTER ring COUNTER-CLOCKWISE one. Now you can go north and west to a new control panel, and more importantly, our first combat room. The enemies here are Nel-Plera, and will shoot at you with arrows. They also cause a ton of negative status effects, so get rid of them quickly. Launch area skills immediately to hurt them as a group, then wipe out the weaker ones first. Once you are done, you'll see that you've unlocked a lock to the exit. One of four. Oof.

### IRIS: ROTATION 4



Use the nearby control panel and move the INNER ring COUNTER-CLOCKWISE once. You can now take the upper path to a chest with some **10x Black Stones**.

### IRIS: ROTATION 5



Rotate the puzzle to the fourth configuration and clear the second monster room.

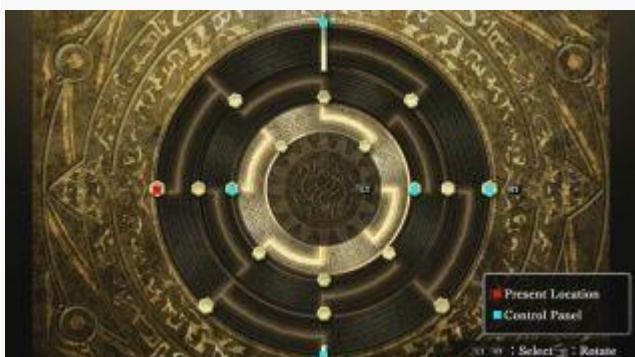
Head back to the console now and make the MIDDLE ring go COUNTER-CLOCKWISE twice and then the OUTER ring go CLOCKWISE three times, then follow that path to another control panel but more importantly a 2nd battle room. This one has four Nel-Situ in it; watch out for their area beam attacks and take them out to unlock the second seal.

IRIS: ROTATION 6



At the console, turn the OUTER ring CLOCKWISE once. This is so you can get to the nearby chest to the right for **10x Starlight Stones**.

IRIS: ROTATION 7



Head back to the console now and let's turn the OUTER ring COUNTER-CLOCKWISE once, the MIDDLE ring COUNTER-CLOCKWISE three times, and the INNER ring CLOCKWISE twice, with the result below. This should take you up and to the north quite a ways, leading to a chest at the end with a **Valkyrie Dress +3** in it.

IRIS: ROTATION 8



Head back to the console now and turn the MIDDLE ring CLOCKWISE twice. This gets you to a new console at the exit door at the far northern end of the map.

### IRIS: ROTATION 9



Make the ninth and final rotation to open the way to the final two enemy rooms you need to clear.

Here, use the console and turn the INNER ring COUNTER-CLOCKWISE three times, the MIDDLE ring CLOCKWISE once, and the OUTER ring COUNTER-CLOCKWISE once. This opens the path to both of the final battle rooms, so go ahead and follow it, stopping off to the easternmost one first. This one has four Nel-Beever in it, fast little buggers that will be a pain. Area attacks work well enough, but they may be fast enough to dodge some. After they're disposed of, continue following the path as it moves south, west, then north into the final combat door. You'll find four Nel-Vesbye in here; they will poison you easily and tend to either charge you or spray webbing at you. Take them out to break the final seal.

With the seals broken, make your way back to the newly opened main gate to the far north. Open the chest for the **Ragnarok** weapon, an exceptional weapon for Ozma. Hit up the monument and **SAVE**. The final guardian is up next; once again, use the Hero's Ring on whoever is going to use the **EXTRA** gauge.

### BOSS FIGHT: BULAGHOUL, THE GOLDEN COLOSSUS



Like the other two guardians, Bulaghoul is fairly simple. He has three moves in total and looks similar to his fellow guardians.

Bulaghoul's attacks consist of a forward clap with his hands that results in a large area attack, a move where he tosses his hands forward and does damage by grabbing you while drawing you forward (we can't make this stuff up...) and a ground attack that shoots out several fire waves, as you saw during his introduction. This fight is fairly straight forward and similar to the other two fights. Every attack is fairly powerful though, so rushing him is not recommended. You can still expect to kill him in about two stun cycles though, especially with an enhanced **EXTRA** attack. Check out his moves below and take down the final guardian!



Avoid Bulaghoul's area attack and grab attack, and finish him off the traditional way.

#### BULAGHOUL'S MOVES:

Bulaghoul will clap his hands forward, causing a large area attack. This is telegraphed well ahead of time and is very easy to dash away from. Beware of his slight movement when he does this, and dash back in once he is done to continue damaging him.

Bulaghoul's second attack is rather odd. He will throw his hands forward at you; these hands go straight forward, so dodging to the left or right works nicely, but they are fairly fast. If they do catch you, expect to be hit multiple times and drug back to Bulaghoul.

Bulaghoul's last move is where he slaps the floor and sends out a ton of fire shockwaves. These shockwaves are fairly spread out, so getting hit by more than one is not very possible. They are rather slow and easy to dodge as well.

#### Iris: Central Area

Enemies - Iris								
Enemy	BaseLV	HP	STR	DEF	EXP	GOLD	WEAK	Drops
Zenoranpa	50	647	602	258	1,313	464	Nothing	Strange Mass, Black Stone
Jadelos	55	3,360	981	410	11,853	525	Nothing	Strange Mass, Starlight Stone

Once you have all three guardians beat, head back to the central hub and save. You can now use the central warp point to head for the "Central Area", so do that to progress the story. Before going upward, check behind the warp point for the **Berserker Armor +6**. This should be the final chest in the game, earning you the **Treasure Hunter** trophy.



**Treasure Hunter:** Opened every treasure chest.



#### NOTE:

If your trophy doesn't pop here, you missed a chest. This happened to HAERAVON, and... it's kind of brutal having to hunt down the remaining chest. If you missed a chest in a dungeon, you'll usually be

informed of the number of chests remaining by examining said dungeon on the map screen. On the world map, it's another story. If you get close enough to "discover" a chest it'll be marked on your map, but if you don't, it won't, and yes, it is possible to 100% the map without unveiling all the chests and harvest points. How this is possible considering map completion can also be picky about filling map edges, requiring you to hug every area boundary as you explore is beyond us, but we experienced it first-hand, so we can confirm it's the case. Unfortunately chest progress does not carry over into New Game+, so if you complete the game without opening all the chests, you'll need to open every single chest in a subsequent playthrough.

Up ahead is a series of battles against some new enemies. The smaller ones are Zenoranpa, who will try to rush you and can shoot out projectiles from four directions. The bigger ones are Jadelos and they are **STRONG**. Beware of their axe attacks and frontal charges, as well as their beam attacks. This is an exceptional area to buff your levels if you are lacking, as the big guys give 11K+ experience. There is also a monument to the north you can heal at.

**STOP!** Beyond this monument is the **POINT OF NO RETURN**. Make sure that you've done everything in the game that you wanted to do, and make sure that you're properly stocked and ready to take on the final two bosses of the game. When you're ready, head north to begin the end.

#### BOSS FIGHT: AKASHA-GLYPH, THE FALSE GOD OF CAUSALITY



Here we are at the penultimate boss of the game. Akasha has two forms, so let's go over both of them below.

The first form is not really a fight against Akasha (the central boss), but a fight to get to him. Notice his GREEN life bar (yes, he has three life bars). We are going to chip away at it and get to the second phase of the fight.

To do that, we need to destroy three glyphs surrounding Akasha. The three glyphs are colored red, yellow and green and represent the game's attack types (Red=Slash, Yellow=Strike, Green=Pierce). The glyphs themselves are weak to the color they represent, so for the extra edge, switch to different characters to take them out faster. Of course that is easier typed than done, as you have to avoid all of Akasha's attacks as you go after the glyphs. As a general rule, you want to focus on hit-and-run attacks to give yourself time to dodge everything you need to, but still take out the glyphs quickly. Check out the first form's attacks below and work on taking those glyphs out!

Once you take out the first form, Akasha will lower down quite a bit and begin his second phase. This phase is annoying, as you can only harm the boss when he slams his arms down on either side of you

and exposes his chest, so when he does this, go all-out with all of the skills and offense you can muster. During the rest of the time, Akasha is invulnerable to attack, so focus on dodging his various attacks and killing off the column foes. Seriously, stay on the move and only attack the column if it is easy to do. Check out the second form's attacks below to prepare and put an end to this menace!



Start out by attacking the glyphs, as you'll need to destroy them to harm the boss. During the fight you'll be attacked by a column - you can retaliate and damage it after dodging it. When the glyphs are destroyed, wait for Akasha-Glyph to drop its arms, then attack its face!

#### AKASHA-GLYPH'S MOVES:

Here are Akasha-Glyph's moves in his first form:

- The first move you'll likely notice (and will carry over to the second form) is the column ally that Akasha has. This column has its own health bar and will try to crush you. Yeah... it's kind of odd, but very effective at distracting you. It will sometimes try to crush you multiple times in a row, like some sort of serial-crusher. Take them out when you can to make life easier.
- Akasha-Glyph will summon a large sword above you and drop it down. It's pretty easy to notice a giant sword being formed above you though, so dodge as soon as you can to stay safe.
- His most common move is a set of spikes that Akasha will summon up near his head and send zooming down at you. These spikes start out at four, but will become more numerous as you start to really threaten Akasha-Glyph by destroying the glyphs protecting his first form. Try to get a Flash Move here to give yourself more time to destroy the glyphs.
- Probably his most dangerous move in his first form is his gigantic fist attack. The ground below you will glow, and soon after, a giant fist will punch upward causing decent damage. More importantly, it will knock you down and subject you to column pounding and spike impaling, which just compounds the damage done.

Here are Akasha-Glyph's moves in his second form:

- The column attack will continue on into this phase. Heck, as Akasha's HP gets lower, you will start to see two columns out and about. Twice the annoyance!
- Akasha-Glyph will sweep his arm across the arena. This move is fairly fast and will likely nail you once or twice during the fight. Try to guard (or Flash Guard) it, or even dodge inward to avoid it.
- If you thought one or two columns was bad, how about a dozen? Akasha will drop multiple columns down at you. This attack isn't very threatening though, as you can simply dash away

to avoid it. Since he only does it when you can't hurt him, there's no reason not to be on the move anyway.

- This final attack only occurs when Akasha-Glyph is vulnerable to attack (when he has his arms down). When he is in this state, he will shoot a blue beam down at the ground underneath you, and a second later, cause it to explode upwards. If you attack his chest in a hit-and-run manner, you can often dash away when this move activates and either stay safe or keep attacking. Not very threatening.



### The Darkling Ordeal: Overcame Gruda' trial.



After the battle, talk to your allies if you wish, then pick up the **Mask of the Sun**. After some dialog, head south and exit back to the Temple of the Sun. There's plenty of dialog afterward, as well as a few pitched battles between the dialog that you'll have to fight. Follow along between the fights and scenes, and you'll eventually get to the mountain with Duren and Frieda. Once you're there, just focus on climbing up the mountain and not on the shadows (though make sure to defeat a few for your bestiary). Equip the Beast King's Claws and tear through the rocks that block your path, avoid (or wait out) gouts of flame when they block your path and use the Gale Shoes to advance when the way is clear, and when you reach the top you'll find yourself alone facing the game's final boss:

#### BOSS FIGHT: PHANTOM GRUDA, THE HOLLOW SPECTER



We won't lie to you: this fight is fairly simple. Definitely a bit anti-climactic. Oh well...

You are controlling Adol alone of course, so here's hoping you have him in fighting shape. Gruda is fairly mobile and likes to dash around and guard occasionally, but he is really no match for you. His attacks aren't that threatening either. To top it all off, you have an entire inventory full of items to call upon so this fight will very likely be a breeze to you. Seriously, it is almost laughable.

Feel free to use items and lay into Gruda. Every single one of his attacks is blockable, and you can in fact slowly chip away at victory just by counter-attacking. That is far too boring though, so keep an eye on your health and lay into him to end this. Check out his moves below to see what you face and fight your way to victory!



Make your way up the volcano and defeat Phantom Gruda in single combat.

#### PHANTOM GRUDA'S MOVES:

Gruda's basic attack is a five-hit melee combo. This can do moderate damage if completely unguarded and sustained, but is very easy to dodge. Use a skill to counter this move and really punish him. If you're low on SP, try to Flash Guard for the critical hit bonus.

Gruda is fond of jumping high into the air and diving down at you. This does area damage, and once he has landed, shockwaves will shoot out from where he landed. These shockwaves are spread out and easy to dodge; either dash away from this or guard through it.

Gruda has a dash attack that he'll use at times to cover the distance between the two of you. Another easy attack to guard or Flash Guard.

When Gruda doesn't use his melee combo or dive attack, he will often do a spinning attack. This move is a 360 degree area attack, but you can just guard through it or dash away to remain safe.

Once his HP is below 50%, he will start to do his version of an EXTRA attack. He will charge in place for a while and punch forward. If he doesn't connect, nothing will happen. If he does connect, it will start a series of strikes on you, hitting you for around two dozen hits. Thankfully, you can guard through this whole attack and lose less than 200 health. Hey, we weren't lying when we said this was an easy fight! Finish him off already!

After the battle, just head northeast and examine the ledge, choosing to finish the deed. Watch the events unfold, and you'll earn the final memory: **The 'Adventurer'**. Enjoy the ending that you deserve!

#### NOTE:

Upon completing the game, you'll earn the following Trophies: **Monster Meister** (if you completed the bestiary - Phantom Gruda should be the last foe), **Memories Unfogged** (for discovering all of Adol's Memories), and **Adventurer** (for completing the game).



**Monster Meister:** Filled out all monster details in journal.





**Adventurer:** Completed the main story.



**Memories Unfogged:** Restored all lost memories.



And... that's all! Congrats on completing *Ys: Memories of Celceta*! But wait, there's more! Be sure to let the credits run all the way through, then **SAVE YOUR CLEAR DATA** at the end! Now you can check out [New Game+ and Time Attack](#).

# Side Quests

## To Milk a Fabros

### To Milk a Fabros

[URGENT]

Location:	Casan City, Inn
When:	After clearing <a href="#">Casnia Mine</a>
Client:	Mucho
Objective:	Obtain some <b>Fabros Milk</b>
Reward:	1,000G

Head to the inn and talk to the innkeeper, Mucho, and, short story even shorter, he needs some Fabros Milk, which will require you to milk said Fabros. After getting some details on Fabros biology and behavior, he'll mark the place on your map for you.



If you get spotted by the Fabros, you'll have to try again. Circle around behind the beast and WALK up to it slowly. When you get close enough you'll be able to obtain some **Fabros Milk**.

Once you're at the second area of the **Beast Plains**, head north until you can turn west, then go west a bit, then all the way south until you go down a hill and into a body of water. From here, you have to sneak up on the Fabros to be able to milk it, so swim to the southwest edge of the water, then move to the southwest to spot the beast. You should head over to the left some so that you're directly behind it, then from there, WALK as slowly as you can up to it (lightly tilt  until you are able to get to it. You'll get as many tries as you need, just make sure to circle around BEHIND it and WALK slowly towards it. Eventually, you'll succeed at milking it and get the rare **Fabros Milk**. With it in hand, you can return it to Mucho for your reward.

# Honey Potions

## Honey Potions

[URGENT]

Location:	Casnan City, Soldier's Cafeteria
When:	After clearing <a href="#">Casnia Mine</a>
Client:	Soldier Wallace
Objective:	Obtain 3x Honey Potions
Reward:	3x Bitter Potions



You can exchange 10x Brittle Bones for 1x Sturdy Bone, the latter of which will sell much better - well enough to cover the cost of buying 3x Honey Potions.

Make your way to the soldier's cafeteria, which is down stairs and to the right of the government building. Talk to Wallace (the seated soldier) in here, and he'll give you **120x Brittle Bones** so you can sell them and buy 3x Honey Potions from the item shop. This is basically a tutorial on exchanging and selling items. If you sell the Brittle Bones as-is they'll net you a whopping 1G each, which isn't nearly enough to pay for the Honey Potions. On the other hand, if you visit the Goldsmith Trading Post you can exchange the 120x Brittle Bones for 12x Sturdy Bones, each of which will sell for 25G - enough for the Honey Potions. Higher-tier items sell for more than lower-tier ones. Lesson learned. Or you could just keep the bones and pay for the potions out of your own pocket - your call. You should have 3x Honey Potions already, if you didn't use any earlier, but you'll get plenty more gold and materials, so it doesn't really matter what you choose. Return to Wallace when you have 3x Honey Potions to complete this quest, in return for which you'll get **3x Bitter Potions**, which are superior healing items than the Honey Potions you gave away. Not a bad deal!

## Purchasing Iron Ore

### Purchasing Iron Ore

<b>Location:</b>	Casnan City, Goldsmith Trading Post
<b>When:</b>	After clearing <a href="#">Casnia Mine</a>
<b>Client:</b>	Goldsmith
<b>Objective:</b>	Sell Goldsmith <b>20x Iron Ore</b>
<b>Reward:</b>	5,000G



Destroy mineral nodes to get Iron Ore, then haggle with Goldsmith to walk away with a cool **6,250G**.

No details this time, you'll just need to sell Goldsmith **20x Iron Ore**. There's a mineral node you can harvest back in the Casnia Mine, which is now free of pests, but you can also find a number of them on the [Beast Plains](#). Coal is the main drop you'll get from these early-game nodes, and while Iron Ore is less common, you'll usually get at least one per node. The nodes will respawn over time, so just make a habit of mining them when you can (a good rule of thumb for all harvestable resources) and when you have 20x Iron Ore return to the Goldsmith and pick the option to sell them to him. You can also exchange 10x Coal for 1x Iron Ore to speed up the process, but honestly, given how much coal you might need for upgrading, we're fine with accumulating Coal as a side-effect of this quest.

When you go to sell the Iron Ore, however, you'll get the opportunity to haggle. First Goldsmith will offer you the base quest rate of 5,000G, which already seems like a princely sum. Turn down his offers repeatedly until he offers **6,2650G**, at which point accept the offer or you'll fail the quest. This is... quite the influx of cash! Should be enough money to buy all the starting gear you need, including new weapons and armor for Adol and Duren.

## Bear on the Plains

### Bear on the Plains

<b>Location:</b>	Casnan City, Inn
<b>When:</b>	After clearing <a href="#">Casnia Mine</a>
<b>Client:</b>	Luluca
<b>Objective:</b>	Defeat Langritz
<b>Reward:</b>	2,000G



Langritz can deal heavy damage with its attacks, but if your characters are properly leveled and equipped you should prevail - starting the fight with an EXTRA attack will speed things up.

Talk to Luluca, who is standing beside the Quest Board in the inn and pick the option **Ask about Langritz** to get her to tell you about the bear that needs defeated on the [Beast Plains](#). Sounds easy enough!

Once you're at the second area of the Beast Plains, head north until you can turn west, then go west a bit, then all the way south until you go down a hill and into a body of water. From here, continue southeast and all the way south, and you should encounter the Langritz at the bottom of the area.

As long as you're around LV4 and have your 2nd tier equipment (Long Saber, Steel Gauntlet, Iron Breastplate), you shouldn't have any problem taking down this guy. With all the monsters you've been fighting, your EXTRA gauge should be full, so unleash that at the start to knock him down quite a bit to make it an even more manageable fight. Once he's done for, you can finally return and claim your reward. (There is a yellow monument in the northwest corner of the area you can use to warp, if you like.)

# Mouse's Information

Behind the bar you'll find Information Dealer Mouse, who will sell you various snippets of information as you progress through the game. You'll need to fork over 100G for each bit of information and the quality and value of these scoops is... dubious, at best. Still, there's a trophy for hearing every bit of [intel](#), so you'll need to be sure to return and buy intel at various points in the story. If you miss one, it'll be replaced by the next bit of intel:

- After clearing [Casnia Mine](#): Mouse will sell you intel about Governor General Griselda's love of cats.
- After clearing the [Ancient Burrow](#): Mouse will sell you intel about Commander Leo's love life. You should be able to do this after unlocking the first several quests in Comodo Village.
- After clearing the [Sacred Beasts' Lair](#) you'll need to return to [Casnan City](#). When Adol is alone - before completing the quests [Challenge!](#) and [Miners Wanted](#) - you'll need to pay Mouse for intel on Panza.
- After you complete the quests [Challenge!](#) and [Miners Wanted](#) and Karna rejoins the party, buy another bit of intel from Mouse.
- After the events at the [Tower of Providence](#).
- After Frieda joins your party after the events at [Danan Village](#).
- After the events at the [Elduke, the Ruined Capital / Roos' Nest](#) area, but before you complete the [Colonia Artifact Laboratory](#) dungeon.
- After completing the [Colonia Artifact Laboratory](#) dungeon.

# Sword Training

## Sword Training

[URGENT]

Location:	Comodo Village
When:	After clearing <a href="#">Ancient Burrow</a>
Client:	Lindsay
Objective:	Defeat Duren!
Reward:	4,000G

• **NOTE:**

- The first quest is not only Missable because it's [URGENT], but you can actually lose in the fight, which will cost you two trophies. Be sure you **SAVE!** If you can afford it, upgrade Adol's equipment at the shop before continuing.
- 
- At the highest point of Comodo Village you'll find two women - Lindsay and Marcella. Talk to them and Lindsay will want to learn how to use a sword, and the other will want to see you fight, both of which can be satisfied by Adol and Duren dueling.



- Start out the fight by using your EXTRA Skill to deal significant damage and use Sonic Slide to damage Duren without having to get in range of his attacks.
- Duren's actually pretty tough; you'll want to be at least level 16 like you were with the previous boss. As for the fight itself, start off with your EXTRA skill if you got it, then do a lot of dashing, only striking once or twice at a time before dashing again. He moves quickly and strikes HARD, easily racking up hundreds of HP worth of damage before you even know it. Adol's Sonic Slide comes in very handy, dealing damage while sliding through and away from Duren, saving you from a couple of hits, so use it when you can.
- If you defeat Duren both Lindsay and Marcella will give you **2,000G** each. If you lose against Duren you'll only get **2,000G** from Lindsay, and you'll miss out on Duren's Bestiary entry (and hence the **Monster Meister** trophy), as well as the **Better Man** trophy.

# The Monkey King

## The Monkey King>

Location:	Comodo Village
When:	After clearing <a href="#">Ancient Burrow</a>
Client:	Agent Theresa
Objective:	Defeat Golwonga
Reward:	3,000G

Theresa runs the Community Center in Comodo Village, which is where you'll pick up this quest. Talk to her and she'll tell you about the Golwonga, a beast related to the Bozuonga. It's too dangerous to have prowling around the city, and she wants some strapping young lads to go exterminate it. Lacking that, you'll have to suffice.

The Golwonga you're hunting is in the Forest of Dawn: East area, specifically the section just east of Gidona Crater. To get there, leave Comodo village and head south through the Gidona Crater and exit to the east when you get the chance to reach the Forest of Dawn: East, then head east along the southern edges of the area to find Golwonga.



The Golwonga hits HARD, but its attacks are also pretty predictable, and a successful Flash Move will allow you to attack with impunity for a few seconds.

This guy hits VERY hard, and he's pretty relentless; you'll likely need to use items to heal, as sometimes you don't even have a chance to dash away once he's hit you (especially with his multi first-pound attack). If you have your EXTRA skill gauge full, start off with that, then keep your SP gauge built up. Have Adol constantly use his Stun Raid on the beast and hope that it's enough to knock him to the ground, stunned long enough for you to either finish him off or at least deplete the majority of his HP. You can also time his attacks and use Flash Move to dodge and score some hits while time is slowed. Failing anything so elegant, you can usually get the Golwonga stuck on the ledge if you run away, where you'll be able to just wait for your health to return. Rinse and repeat until it falls, then return to claim your reward.

## Charming the Animals

This quest is a bit different than the ones you've encountered this far in that... well, it's not really a quest. Still, it's rewarding enough in its own right, and there's a trophy in it for you.



You can befriend animals by feeding them various materials (avoid anything that sounds unsavory). Feed them until you see three hearts appear and you're given an item.

Throughout the game, you can encounter various animals, and you can befriend them by feeding them various tasty materials you may have accumulated along the way. Just approach an animal and press **□** to get an option to feed it. So long as you don't long as you don't antagonize them in any way, or give them rotting or otherwise awful materials, you'll befriend them after only two gifts (like Fresh Leaves, Marl Flowers, or Chito Nuts). After you feed it, some hearts should appear in a dialogue bubble - when three hearts appear and you get a reward, consider it charmed!

### Comodo Village

You'll need to charm all the animals in the game, and we might as well start with the ones here in Comodo Village:

- Masculine Pikkard: In the pen just to the left of the entrance.
- Effeminate Pikkard: In the pen just to the left of the entrance.
- Valiant Buck: On the first level, near the railing.
- Docile Doe: On the first level, near the railing.
- Baby Chick (Teva): In Shaman Pippi's house on the second level.
- White Chicken (Sasami): In Shaman Pippi's house on the second level.
- Brown Rooster (Tsukune): In Shaman Pippi's house on the second level.
- Affectionate Deer: On the fourth level, beside Edea from the A Fresh Meal Quest.

### Casnan City

After you've got those, return to Casnan City:

- Affectionate Cat: From the center of town, take the southeastern path down the hill; the cat will be on a ledge on the left side, in front of the house there.
- Drooling Dog: Just outside of the Trading Post on the right side.
- Beer-Raised Pikkard: Just outside of the Trading Post on the right side, above the dog.

- Well-Built Horse: In the stable near the Casnia Mine.

## Selray Village

In Selray Village (after clearing the [Sacred Beasts' Lair](#)):

- Kindly Parent Duck: Along the western edge of the town square.
- Energetic Ducklick: Along the western edge of the town square.
- Fluffy Pikkard: Across the bridge to the northeast of the town square.
- Rough Pikkard: Across the bridge to the northeast of the town square.
- Lusty-Eyed Frog: Along the southwestern edge of the city, near a woman named Bonnie (complete the quest [Seeking Moisturizer](#) first).

## Highland Town

In Highland Town (after clearing the [Tower of Providence](#)):

- Plain Ulpaca: Along the southeastern edge of the town you'll find some stables. Enter via the side door to reach the interior of the stables.
- Gentle Camebull: Along the southeastern edge of the town you'll find some stables. Enter via the side door to reach the interior of the stables.
- Shining Pikkard: Along the southeastern edge of the town you'll find some stables. Enter via the side door to reach the interior of the stables.
- Watchdog Galm: Just east of Oona's shop (weapon and armor shop) in the middle of town.
- Mr. Tiddles: Just north of the town's southern exit, sitting on a wall near a girl.

## Danan Village

- Bianco: Head north up two flights of stairs from the entrance to find this animal on the square outside the elder's house.
- Verde: Head north up two flights of stairs from the entrance to find this animal on the square outside the elder's house.

# Shopkeeper for a Day

## Shopkeeper for a Day

[URGENT]

Location:	Selray Village
When:	After clearing <a href="#">Sacred Beasts' Lair</a>
Client:	Ray
Objective:	Make good business deals while filling in!
Reward:	Recommended Goods Set (see below)



Pay attention to whatever Nut or Fruit Ray mentions, and push that onto customers when you have a chance. Running the business well will earn you the **Recommended Goods Set (Extra Large)**.

Start this quest by talking to Ray the Shopkeeper, who is standing on the eastern side of the town square and he'll tell you what he wants you to do. Namely, how he processes discounts. After wasting your time telling you the basics of supply and demand he'll mention a specific item he's got a lot of stock of - either a Chito Nut, Raparo Fruit, or an Arieda Fruit. Make a note of which of those three is specifically mentioned, it's the only somewhat tricky part of this quest. When you've got it down, confirm you're ready to go and Duren will be snatched away to toil elsewhere - you've gotta remember this yourself!

After this you'll be approached by various customers, to which you'll need to give the appropriate response. The responses you'll need to pick are, in order:

- Pamela: Recommend cotton.
- Rilche: Refuse.
- Rilche (again): Buy a fruit for her (30G).
- Adol: Call out to try attracting more.
- Cirrus: Sell him the Nut or Fruit that Ray had a high stock of.
- Farna: Discount the Nut or Fruit that Ray had a high stock of.

If you were able to do the right thing all six times you'll receive the **Recommended Goods Set (Extra Large)**, which is detailed below (if you don't get the Extra Large, reset and try again, paying better attention this time!):

### Recommended Goods Set (Extra Large)

- **Honey Potion x5**
- **Bitter Potion x5**
- **Antidote Powder x5**
- **Anti-Paralysis Powder x5**
- **Chito Nut x3**
- **Raparo Fruit x3**
- **Arieda Fruit x3**
- **Indestructible Shell x2**
- **Hard Scale x2**
- **Frog Extract x2**

## Seeking Moisturizer

### Seeking Moisturizer

<b>Location:</b>	Selray Village
<b>When:</b>	After clearing <a href="#">Sacred Beasts' Lair</a>
<b>Client:</b>	Bonnie
<b>Objective:</b>	Obtain 10x <b>Clear Liquids</b>
<b>Reward:</b>	2,500G

Another simple fetch quest, you can start this one by heading to the southwestern corner of town, where you'll come across a Lusty-Eyed Frog and a girl named Bonnie. If you give her 10 Clear Liquids for that frog of hers, you'll earn some cash, as well as be able to charm the frog! (If you don't have enough, trade in your Filthy Liquids toward Clear Liquids at the shop, or fight some Gelogs out in the Algon River Basin.)

## A Swarm of Black

### A Swarm of Black

Location:	Selray Village
When:	After clearing <a href="#">Sacred Beasts' Lair</a>
Client:	Agent Bertha
Objective:	Defeat the Vesbiwars
Reward:	3,000G

Another simple monster hunt quest, this one requires you to trek through the difficult [Forest of Dawn: West II](#) to reach the [Jade Cave](#) area, where your target - a swarm of Vesbiwars - reside. Given the difficulty of these areas (although not necessarily of the Vesbiwars themselves) you'll want to wait until after the events at [Casnan City](#), as Karna and Ozma will rejoin your party by then. As for the Vesbiwars themselves, the trek is more dangerous than the beasts at the end, as they're only moderately powerful giant spiders who can inflict Heavy  with their webs. Exterminate them, then return to Agent Bertha for your reward, **3,000G**.

# Zara's Tickling

Just like the free-form quest [Mouse's Information](#), this is a recurring free-form quest that'll require you to go back multiple times at specific points in the story. If you progress past one of the following episodes, you'll miss it and will not be able to acquire the associated trophy **Tickled Pink** that playthrough:

- During your first visit to [Selray Village](#), after Ozma joins your party.
- After clearing the [Sacred Beasts' Lair](#), but before returning to [Casnan City](#).
- After the events at [Casnan City](#), Karna will rejoin. Return to Selray for another tickle.
- After the events at the [Tower of Providence](#).
- After Frieda joins your party after the events at [Danan Village](#).
- After the events at the [Elduke, the Ruined Capital / Roos' Nest](#) area, but before you complete the [Colonia Artifact Laboratory](#) dungeon.
- After completing the [Colonia Artifact Laboratory](#) dungeon.
- Immediately after the previous tickle session, talk to Zara again for another tickle.



The end benefit of this quest is... well, Zara becomes adept enough at tickling to give you a poke whenever you wish, replenishing your SP and EXTRA gauge. Yeah, not very inspiring. But you should pop the trophy **Tickled Pink**.

## Challenge!

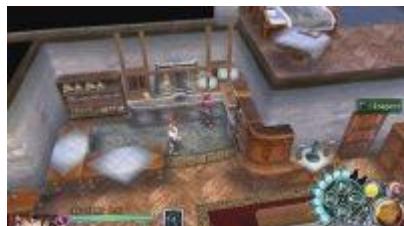
### Challenge! [URGENT]

Location:	Casnan City
When:	After clearing <a href="#">Sacred Beasts' Lair</a>
Client:	Evan and Lyle
Objective:	Find all the hidden <b>Gold Ore</b> .
Reward:	6x Gold Ore, 30x Coal

Just outside the bar by the fountain you'll find Evan and Lyle, who want to put your treasure hunting skills to the test in one of the most direct ways possible: they hid Gold Ore throughout the city, and you'll need to sniff it out. You can ask Lyle for hints... or just keep reading! Here they all are:



In the bar, check by the wall of the staircase to the left.



Enter the black-roofed house in the southeastern part of town and search a shelf in the kitchen (a woman named Ada should be pacing around nearby).



You'll find a stable in the southwestern corner of town, next to Goldsmith's Shop. Search the hay next to (behind) the horse.



In the alley behind the bar, on a box between Mouse and Sandra.



To the left of the Government Building, on a box under a tent.

Gather all the Gold Ore and you'll return to the boys automatically, where you'll get to keep all the aforementioned **6x Gold Ore** as well as **30x Coal**.

## Miners Wanted

### Miners Wanted [URGENT]

<b>Location:</b>	Casnan City
<b>When:</b>	After clearing <a href="#">Sacred Beasts' Lair</a>
<b>Client:</b>	Head Miner Wagner
<b>Objective:</b>	Mine gold as quickly as possible!
<b>Reward:</b>	up to 12,000G (plus items mined from ore deposits)



Head into the first area of the Casnia Mine and talk to Wagner, who wants you to mine as much Gold Ore as you can within a set time limit. Why is there a time limit? Who knows? Probably monsters or something. Anyways, accept his request, and you'll be given a pickaxe to start mining. While the outcome of this quest is variable, you can't really fail it - the more Gold Ore you get (10x Gold Ore being the max) the better your monetary reward will be. Just find the golden ore deposits and whack them with your pickaxe until they break by pressing to "attack" them, as it were. There's a gold deposit to the right, one to the left, two to the north, one in the far northwestern corner, and one to the south. As long as you don't dawdle and you dodge roll between ore deposits, you should finish with plenty of time, which you can spend mining the remaining ore deposits for more goodies (you get to keep anything that's not Gold Ore). For getting 10x pieces of Gold Ore you should be rewarded with **12,000G**. Damn! Why are we bothering with this adventuring nonsense when mining pays so well?

# Crafting Materials

## Crafting Materials

<b>Location:</b>	Comodo Village
<b>When:</b>	After Karna rejoins the party after the events in <a href="#">Casnan City</a>
<b>Client:</b>	Artisan Saisen
<b>Objective:</b>	Obtain <b>3x Indestructible Shells</b>
<b>Reward:</b>	<b>Life Ring</b> , expanded accessory crafting list

Head to Artisan Saisen's hut on the third floor of Comodo Village (just to the left of the Community Center) and talk to Saisen, who will at length ask you to acquire three Indestructible Shells, promising a reward and an expanded list of craftable accessories should you succeed. Indestructible Shells are rare drops from Gazapo and Hourun enemies, the former of which can be found infesting the Forest of Dawn: Stream area while the latter dwell in the Algon River Basin area. Just equip your Silver Axe accessory to boost drop rates and go grind these until you the drops you need. Return to Artisan Saisen and give him the materials he wants and he'll reward you with a **Life Ring** and will expand the accessories he has on offer:

### Saisen's Accessories - Tier II

Azure Scale Charm	Prevents Freezing
Crimson Scale Charm	Prevents Burn
Gold Ornament	EXTRA gauge rises during aerial combos
Golden Axe	Increases obtained gold
Hero's Cloak	Power depends on enemies defeated
Life Ring II	Max HP +200
Power Ring II	STR +10

Risky Bandana	STR +15 / DEF -15
Sage's Diadem	Increases obtained EXP
Shield Ring II	DEF +10
Silver Axe	Increases drop rate of rare items
Skill Ring II	SP Consumption -20%
Warrior Seal II	Skill EXP Gain +2

**NOTE:**

If you can craft them, there are numerous useful accessories here. The **Sage's Diadem** will boost XP earned, allowing you to level up quicker, while the **Warrior Seal II** will make it easier to max out skills. The **Wanderer's Cloak** and **Hero's Cloak** will both boost your stats significantly, making them some of the most potent accessories you can currently equip when you just need to muscle your way through enemies instead of making XP gains.

## The Runaway Chick

The Runaway Chick	
<b>Location:</b>	Comodo Village
<b>When:</b>	After Karna rejoins the party after the events in <a href="#">Casnan City</a>
<b>Client:</b>	Shaman Pippi
<b>Objective:</b>	Find the missing Sasami
<b>Reward:</b>	3x Gold Ore



You can't sneak up on Sasami in its first location, so spook it, then sneak up on it at its second location.

Shades of [To Milk a Fabros](#) with this quest. Head up to the second level of Comodo Village and enter blue and white hut to find Shaman Pippi, who asks you to recover her missing chicken, Sasami. Just like the Fabros in the aforementioned quest, you'll need to approach this chicken - which can be found outdoors somewhere in Comodo Village - from behind while walking to avoid spooking it.

After accepting the quest, exit the hut and head left to find Sasami sitting around by the side of an orange and white hut. You can't get behind the bird here, so just walk over to it to spook it to its second location. Head down to the first level and continue right past the white and red hut to find Sasami in a more sneakable location. Just walk up to it while staying out of its sight and talk to it when you get close. You'll automatically return it to Pippi for your reward, **3x Gold Ore**.

## Super Weapon Test

### Super Weapon Test

<b>Location:</b>	Selray Village
<b>When:</b>	After Karna rejoins the party after the events in <a href="#">Casnan City</a>
<b>Client:</b>	Syriu
<b>Objective:</b>	Kill five Rangoa with Syriu's "Super Weapon"
<b>Reward:</b>	Flame Sword or Venom Knuckle



Pick whether you want to test out the sword or the gauntlet, then defeat five Rangoa with the weapon without unequipping it. Return to Syriu after you survive the ordeal and you'll get a finished version of whatever weapon you choose.

#### NOTE:

Before you bother with this quest, make sure you have a Crimson Scale Charm or a Snake Amulet, as they'll make the quest much easier.

To start this quest, you'll need to return to Selray Village any time after Karna rejoins your party during you return to [Casnan City](#). After Ozma rejoins, you'll be able to pick this quest up from the quest board in town. Seems like the amateur blacksmith, Syriu, wants you to test out one of her super weapons. She's working on two, a sword and a gauntlet, and she wants to make one really good weapon, so you'll need to pick which weapon you want to test out, and hence, which weapon you want as a reward at the end of the quest. Make your choice and pick the dialog option "**It looks and sounds awesome!**" and she'll give you a **Bitter Potion**.

If you picked the sword you'll have been given the Spectacular Heat Sword and if you picked the gauntlet you'll get the Superb Toxic Gauntlet. Of course, these aren't gifts - the weapons aren't quite... fully functional yet, and to work out the kinks you'll need to kill five Rangoa. The kinks in this case are quite severe, as the sword will give Adol the  debuff while the gauntlets will give Duren the  debuff, both of which will drain the HP of the character in question rather quickly while the weapon is equipped. You must have the weapon equipped when you kill the five Rangoa, and you must keep it equipped until all five are killed, so you'll want to find an area where you can reach numerous Rangoa quickly. Fortunately, such a concentration of Rangoa can be found in the [Forest of Dawn: West](#) area nearby.

Exit Selray Village, then exit to the south to reach the Algon River Basin, from which you can exit east to reach the Forest of Dawn: West area. Work your way through this area by heading east, north and east again, with your goal being to exit to another area to the east. There are three Rangoa here, but they're a bit spread out for our needs, so don't bother equipping Syriu's weapon yet. In the next area, keep going east past the Crocle (giant crocodile-lizard monster) and turn northeast to find a clearing with two Rangoa. Northwest of these two Rangoa are three more Rangoa, and north of the three you'll find another group of two Rangoa - seven piggies in close proximity. This is what you're looking for (and it's not a bad spot to grind Boar Exoskeletons, either!), so equip Syriu's weapon and kill the Rangoa as fast as you can, before your HP deplete. Or, if you want to cheese this quest, you can equip a Crimson Scale Charm on Adol or a Snake Amulet on Duren, which will block the damaging status effects of Syriu's weapon.

Once you've smote five Rangoa without unequipped Syriu's weapon, your objective will be done. You just need to return to Syriu and claim your prize: either the **Flame Sword** or the **Venom Knuckle**, depending on which you choose.

#### NOTE:

Since you can only obtain one of two possible weapons from this quest, you cannot earn the **All the Things** trophy this playthrough. You'll have to do this quest again in New Game+ and pick whatever weapon you didn't get the first time around.

# Unleashing Artifacts

## Unleashing Artifacts

Location:	Highland Town
When:	After the events at the <a href="#"><u>Tower of Providence</u></a>
Client:	Philemon
Objective:	Obtain an Emerald and Topaz to upgrade the Dwarf Bracelet
Reward:	Ability to upgrade artifacts



Give Philemon an Emerald and a Topaz and he'll upgrade your Dwarf Bracelet into a Dwarf Bracelet+, after which you can upgrade any other artifact you obtain.

More of a tutorial and than a proper quest, go visit Philemon's shop in Highland Town and he'll tell you that he can upgrade artifacts, should you provide him with the proper materials. As a demonstration of his craft, he'll ask for an Emerald and a Topaz, which are required to upgrade the Dwarf Bracelet. You can obtain these by refining 3x Green Stones and 3x Yellow Stones, which can be obtained from enemies in the [Tower of Providence](#), from mineral deposits. You can also exchange 10x Strange Mass for one Green Stone or Yellow Stone. However you acquire these resources, give them to Philemon and he'll upgrade your Dwarf Bracelet to the **Dwarf Bracelet+**, completing this quest and allowing you to upgrade any other artifacts you may have... provided you acquire the necessary resources.

**NOTE:**

Assuming you've hit 50% map completion, return to Casnan City and report your progress to Griselda to obtain the **Aeolus Urn** artifact. Return to Highland Town and upgrade it and it'll constantly generate coins in increments of 1G, 5G or 10G. Keep it equipped while you play (or just idle the game, if you wish) and you'll passively earn money!

## Purchasing Silver

### Purchasing Silver

Location:	Highland Town
When:	After the events at the <a href="#">Tower of Providence</a>
Client:	Oona
Objective:	Sell 3x Silver Ingots
Reward:	10,000G + Hammer Beak (see below)

This quest is more of a cash hand-out than a legitimate quest, but you can earn a trophy for haggling here, so it's worth going over. Oona, the proprietor of the weapon/armor shop in Highland Town needs three Silver Ingots, which can easily be created by refining Silver Ore. Talk to him and pick the "Sell Silver Ingot x3" option, for which you'll be offered **10,000G**. Pretty sweet profit, but you can do better. Below you'll find Oona's various offers and the responses you should pick:

- Offer: 10,000G - "More!"
- Offer: 10,000G + Honey Potion - "What else you got?"
- Offer: 10,000G + Bitter Potion - "You can do better than that."
- Offer: 10,000G + Soft Fur - "Try again."
- Offer: 10,000G + Fierce Beast's Claw - "Keep 'em coming."
- Offer: 10,000G + Hammer Beak - "Deal!"

Sure, a Hammer Beak isn't a great item or anything, but doing this should earn you the trophy **Touche, Salesman**.

## Wayward Guardians

### Wayward Guardians

Location:	Highland Town
When:	After the events at the <a href="#">Tower of Providence</a>
Client:	Mariana
Objective:	Defeat 5dx Ruzaslapes
Reward:	5,000G



Highland Town quests have been pretty simple so far, and this one is not going to buck that trend. Go to the chapel and talk to Mariana and she'll ask you to dispose of five Ruzaslapes - wayward temple guardians that have strayed outside the confines of the tower, and which may poses a threat to Highland Town now that the storms have stopped. Fast travel to the Sanctuary Approach: Mid dark blue Monument and head north to the second area of the Sanctuary of Storms to find all five beasts. These foes are higher-level variants of the baddies you found in the [Tower of Providence](#), but they're still not too bad - exterminate them ,then return to Mariana in Highland Town for your reward.

## Mishy's Hide and Seek

After you clear the [Tower of Providence](#) you'll be able to start this free-form quest by talking to Mishy, an odd... cat-like critter standing on the wall near the stables in the southeastern part of Highland Town. Talk to it and it'll run away, prompting some chatter between Adol and Calilica (okay, mostly Calilica). Apparently Mishy is some sort of lucky beast, and finding it wherever it hides might be worth your time.



- Your first encounter with Mishy is in Highland Town, as mentioned earlier. From the entrance, head east and northeast on the lower level; once you're past the second set of stairs, look between the first two houses to see Mishy on the railing to the northwest.
- Mishy's second hiding place is in Selray. Take the first left down to the dock area and get in the water. Swim to the right and Mishy will be on an island. Heh.
- The third spot you'll find Mishy is in Casnan City. Head to the Governor General's building and hang a left. Head out to the ramparts where you'll find Mishy hanging out. Next!
- Head to Comodo Village and enter, but before entering the village proper, head to the left and in the animal pen you'll see Mishy.
- In Danan Village. From the entrance head north up some stairs and turn left to find Mishy hiding behind a stone post.

- After the story events at [Elduke, the Ruined Capital / Roos' Nest](#), loot a chest to find the **Sacred Beast Collar**, use it, then talk to Mishy.

Complete the last meeting in the Roos' Nest and Mishy will give you **2x Emeralds, 2x Topazes, 2x Rubies, 2x Sapphires, 2x Onyx** and **2x Diamonds**. You'll also earn the trophy **Mishy Master** for completing this free-form quest.



**Mishy Masher:** Found all of Mishy's Hiding Spots.



## The Naughty Chick

### The Naughty Chick

<b>Location:</b>	Comodo Village
<b>When:</b>	After the events at the <a href="#">Tower of Providence</a>
<b>Client:</b>	Shaman Pippi
<b>Objective:</b>	Find the missing Teva
<b>Reward:</b>	9x Gold Ore



You can't catch Teva in its first location, but after chasing it off once you can find it hiding under a bench.

Just like Shaman Pippi's [previous quest](#), you'll need to hunt down another one of her wayward chickens, this time Teva. Like Sasami, Teva needs to be approached from behind. Otherwise, Shaman Pippi says Teva likes the shade, can be found in Comodo Village, and will be outdoors.

Exit Shaman Pippi's hut on the second floor of Comodo Village and search near some boxes to the left. You'll find Teva, but you can't sneak up on the bird here and it'll run away. You can catch Teva at its next hiding place, which is surprisingly nearby. Just head to the right of Shaman Pippi's house

to find two benches near the bridge up, under one of which is Teva. Circle around it to the right and approach from the bridge to catch the bird. Teva was much better at hiding than Sasami, but still no match for our keen eye! You'll return to Shaman Pippi after catching Teva, where you'll get your reward - **9x Gold Ore**.

## Hyper Weapon Test

### Hyper Weapon Test

<b>Location:</b>	Selray Village
<b>When:</b>	After the events at the <a href="#">Tower of Providence</a>
<b>Client:</b>	Syriu
<b>Objective:</b>	Kill five Crocles with Syriu's "Hyper Weapon"
<b>Reward:</b>	Spider Edge or Lightning Spear



Return to Syriu and pick a new weapon to torture yourself with. This time you'll need to test it out by dispatching five Crocles.

#### NOTE:

Before you bother with this quest, make sure you have a Thunder Beast Charm or a Swallow Amulet, as they'll make the quest much easier.

To start this quest, you'll need to return to Selray Village any time after clearing the [Tower of Providence](#) and the following events in [Highland Town](#). Syriu is at it again, and has devised two more weapons... sorry, "Hyper weapons" which need the bugs worked out. In this case you can choose between a knife (Amazing Viscous Knives) or spear (Perilous Thunder Spear), the former of which will inflict Heavy  while the spear will inflict Paralysis  on its wielder. Once again, you can negate these effects by equipping a Snake Amulet or Thunder Beast Charm, respectively.

This is especially a good idea, as the targets you'll need to test these weapons out on are five Crocles - large, powerful, dangerous beasts found in the nearby [Forest of Dawn: West II](#) and [Algon River Basin II](#) areas. Not only are these beasts far more powerful than the Rangoa you

killed last time, there's no single area where you'll find a cluster of five of them, so some running about is going to be required to get five kills with the chosen weapon equipped. Suffice to say, negating the debuffs inflicted by these weapons comes highly recommended.

Kill the five Crocles and return to Syriu and she'll give up the upgraded version of whatever weapon you chose, either the **Spider Edge** or the **Lightning Spear**.

**NOTE:**

Once again, you can only obtain one of two possible weapons from this quest, so you cannot earn the **All the Things** trophy this playthrough. You'll have to do this quest again in New Game+ and pick whatever weapon you didn't get the first time around.

## Secret Synthesis

### Secret Synthesis

<b>Location:</b>	Danan Village
<b>When:</b>	After Frieda joins your party during the events at <a href="#">Danan Village</a>
<b>Client:</b>	Yami
<b>Objective:</b>	Obtain a Yupel Flower, Libra Flower, Raparo Fruit, Aieda Fruit, Poisonous Organ, Frog Extract, Acidic Liquid and Slime Mold
<b>Reward:</b>	3x Life Elixir, 3x Power Elixir and 3x Guard Elixir

For this quest we'll have to go talk to Yami, who can be found in the Synthesis building in Danan Village. He'll eventually ask us to gather a bunch of materials. Eight in total: four Plant materials and four Monster materials. Check out the materials below for help gathering them if you need it. You hoarders out there may already have them all:

### Plant Materials

Item Needed	Exchange	Drop
Yupel Flower	5x Marl Flowers	--
Libra Flower	2x Yupel Flowers	Madogra-Slef <a href="#">Ashen Forest</a>

Raparo Fruit	5x Chito Nuts	Harvest Point <a href="#">Sanctuary Approach</a> Harvest Point <a href="#">Table Mountain</a> Madogra-Slef <a href="#">Ashen Forest</a>
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Arieda Fruit	2x Raparo Fruits	Madogra-Slef <a href="#">Ashen Forest</a>
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### Beast Materials

Item Needed	Exchange	Drop
Poisonous Organ	3x Sturdy Hide	Asarkos <a href="#">1, 2, 3, 4</a> Barazowalla <a href="#">1, 2, 3, 4</a> Bozowalla <a href="#">Gidona Crater I</a> Blaybye <a href="#">Gidona Crater II</a> Zakaruko <a href="#">Forest of Spores</a>
Frog Extract	3x Clear Liquid	Ribbit <a href="#">Ashen Forest, The Frogs' Inn</a> Zogrom <a href="#">Sacred Beasts' Lair</a>
Acidic Liquid	6x Clear Liquid	Bulb <a href="#">Underground Ruins</a> Guspoun <a href="#">Underground Ruins</a> Hal-Bulb <a href="#">Underground Ruins</a>
Slime Mold	6x Clear Liquids	Dizwalla <a href="#">Ashen Forest</a>

Obtain all these items one way or another, then return to Yami for your reward: **3x Life Elixir** (+100 Max HP), **3x Power Elixir** (+3 Max STR) and **3x Guard Elixir** (+3 Max DEF). Not only are these valuable for being permanent stat-boosters, but they'll likely fill out a few empty spots in your "Consumables" item inventory.

## Good Luck Charm

### Good Luck Charm

<b>Location:</b>	Danan Village
<b>When:</b>	After Frieda joins your party during the events at <a href="#">Danan Village</a>
<b>Client:</b>	Mikuri
<b>Objective:</b>	Obtain a <b>Silver Dragon Amulet</b> , a <b>Gold Dragon Amulet</b> , a <b>Silver Axe</b> or a <b>Golden Axe</b> .
<b>Reward:</b>	20x Enigma Tablets

From the village entrance, head north up some stairs to find Mikuri, who needs a "good luck accessory". Your options are:

- Silver Dragon Amulet
- Gold Dragon Amulet
- Silver Axe
- Golden Axe

Just depends what you have, and what you're willing to part with. The Silver Axe is the least expensive and resource intensive of the items you can give, so there's no good reason not to just craft one for Mikuri and fork it over to complete this quest. Crafting a new Silver Axe will require you to visit Artisan Saisen in Comodo Village, and will cost you a Silver Ingot (which you can easily get through Refining in Casnan) and an Axe Tail (dropped by Labadi enemies in the [Jade Cave](#)). With those materials in hand, go create a second Silver Axe and hand that one over to obtain your reward - **20x Enigma Tablets**.

## Twilight Flowers

### Twilight Flowers

Location:	Danan Village
When:	After Frieda joins your party during the events at <a href="#">Danan Village</a>
Client:	Librarian Greta
Objective:	Defeat the Anderaulas
Reward:	10,000



Talk to Librarian Greta in the library of Danan City (the northern-most building) and ask about the "Anderaulas" she wants you to hunt down, then head south and east through the [Subterranean Forest](#) until you find your prey... or they find you. They conveniently surround you, which just gives you the opportunity to wipe them all out with an area-of-effect skill. Defeat them, then return to Librarian Greta for your reward - **10,000G**.

# Signature Collector

## Signature Collector

<b>Location:</b>	Highland Town
<b>When:</b>	After Frieda joins your party during the events at <a href="#">Danan Village</a>
<b>Client:</b>	Ethan
<b>Objective:</b>	Acquire signatures from people whose names start with the letters "Q", "U" or "Z".
<b>Reward:</b>	



Seek out the signatures of Quincy (Casnan City), Ursula (Danan Village) and Zara (Selray Village).

Go find a boy named Ethan in a house in Highland Town (he lives in a house southwest of the Mayor's mansion) and he'll tell you about a notebook his father passed down to him, which contains signatures from numerous people... but conspicuously missing are people whose names start with the letters "Q", "U" or "Z". Accept Ethan's request to find people whose names start with the missing letters and he'll give you **Ethan's Signature Book**.

Luckily for you, there's no need to search the land over; just read below!

- Q: (Quincy) - in the item shop in Casnan City. He is off to the right. This really makes his day!
- U: (Ursula) - outside the elder's house in Danan Village, by the animals.
- Z: (Zara) - None other than the tickle-master, Zara. You'll find her in the Community Center in Selray Village.

Get those signatures, then return to Ethan for your reward - **2x Celcetan Flowers**.

## Hungover Pikkard

### Hungover Pikkard

<b>Location:</b>	Casnan City
<b>When:</b>	After Frieda joins your party during the events at <a href="#">Danan Village</a>
<b>Client:</b>	Lucir
<b>Objective:</b>	Give Lucir a Catholicon.
<b>Reward:</b>	10,000G

Return to Casnan City and search for a girl named Lucir in the southwestern section of town - just outside of Goldsmith's Shop. Talk to her and she'll mention she's having trouble dealing with a drunken pikkard. Poor piggy! Choose to "Give it some medicine" and you'll get a variety of options, depending on what you've items you've got. Fork over a Catholicon to sober up the pikkard and get your reward, **10,000G**. Now that's a lot of money for helping a drunk pig!

## Crafting Materials 2

### Crafting Materials 2

<b>Location:</b>	Comodo Village
<b>When:</b>	After Frieda joins your party during the events at <a href="#">Danan Village</a>
<b>Client:</b>	Artisan Saisen
<b>Objective:</b>	Obtain a <b>Bizarre Hide</b>
<b>Reward:</b>	Life Ring III, expanded accessory crafting list

Head to Artisan Saisen's hut on the third floor of Comodo Village (just to the left of the Community Center) and talk to Saisen, who will at length ask you to acquire one Bizarre Hide from the monsters that dwell across the river in the Primeval Lands. These can be dropped by a variety of creatures across the river, including:

- Demileel [Forest of Spores](#)
- Grahm [Ashen Forest](#)
- Guspoun [Underground Ruins](#)
- Ravaeel [Forest of Spores](#)
- Supofanga [Forest of Spores](#)

Return to Artisan Saisen and give him the materials he wants and he'll reward you with a **Life Ring III** and will expand the accessories he has on offer once again:

### Saisen's Accessories - Tier III

Blue Tree Earring	Increases Obtained SP
Courage Scarf	Obtain SP when damaged
Gold Dragon Charm	Prevents Misfortune / STR +5
Hermit's Scarf	Obtain EXP when walking
Immovability Belt	Can't be knocked back during skills
Life Ring III	Max HP +350
Perilous Bandana	STR +5 / Increases damage at low HP
Power Ring III	STR +15
Shield Ring III	DEF +15
Silver Dragon Charm	Prevents Curse / DEF +5
Skill Ring III	SP Consumption -35%
Spirit Tree Earring	Skills charge EXTRA gauge faster
Tactician's Gloves	Recover all SP on Skill Finish

## Mega Weapon Test

### Mega Weapon Test

<b>Location:</b>	Selray Village
<b>When:</b>	After Frieda joins your party during the events at <a href="#">Danan Village</a>
<b>Client:</b>	Syriu
<b>Objective:</b>	Kill five Madogra-Slef with Syriu's "Hyper Weapon"
<b>Reward:</b>	Cruel Axe or Hyper Breaker



Pick which weapon you want to test - either a halberd or a mace - then smite five Madogra-Slef enemies to work out the kinks.

#### NOTE:

Before you bother with this quest, make sure you have an Azure Scale Charm as it'll make the quest much easier... at least, for the halberd weapon.

To start this quest, you'll need to return to Selray Village any time after Frieda joins your party in [Danan Village](#) to find out that Syriu has created another set of prototype weapons. You know the drill, these weapons have a significant drawback, but if you test one of them out in the field she'll be able to mitigate the weapon's flaws and give you a less suicidal versions for your future use.

Pick either the mace (Cililica) or the halberd (Frieda) and you'll be tasked with hunting down five Madogra-Slef enemies, which are large, powerful plant-creatures that inhabit the swamps of the [Ashen Forest](#). Bring healing items, as these foes are quite powerful, but fortunately they're worth quite a bit of EXP and drop rare, valuable items, so it's not all bad. Equip the Incredible Icy Halberd (inflicts Freezing  on its wearer, so be sure to equip an Azure Scale Charm) or the

Extreme Death Mace (reduces the wielder's Defense - not much you can do about that) and kill five of the aforementioned Madogra-Slefs. Bring healing along, as they can hit rather hard.

After you've killed the requisite five Madogra-Slefs, return to Syriu for your reward - either the **Cruel Axe** halberd or the **Hyper Breaker** mace.

**NOTE:**

Once again, you can only obtain one of two possible weapons from this quest, so you cannot earn the **All the Things** trophy this playthrough. You'll have to do this quest again in New Game+ and pick whatever weapon you didn't get the first time around.

## Crafting Materials 3

## Crafting Materials 3

Location:	Comodo Village
When:	After the events at <a href="#"><u>Elduke, the Ruined Capital / Roos' Nest</u></a>
Client:	Artisan Saisen
Objective:	Obtain a <b>Titanic Bone</b>
Reward:	Life Ring IV, expanded accessory crafting list

Head to Artisan Saisen's hut on the third floor of Comodo Village (just to the left of the Community Center) and talk to Saisen, who will at length ask you to acquire one Titanic Bone. These can be dropped by a variety of creatures, including:

- Crocle [Forest of Dawn: West II](#)
- Grunpe [Mt. Vesuvio](#)
- Merahva [Lake Tolmes Ruins](#)
- Pogarov [Colonia Battlefield](#)
- Tolmeus [Lake Tolmes Ruins](#)
- Zorats [Underqround Ruins](#)

Return to Artisan Saisen and give him the materials he wants and he'll reward you with a **Life Ring IV** and will expand the accessories he has on offer yet again:

Saisen's Accessories - Tier IV

## Flash Anklet

Extends Flash Move slow motion time

Flash Bracelet	Recover HP on successful Flash Guard
Life Ring IV	Max HP +500
Mystical Belt	Increases EXTRA gauge when damaged
Power Ring IV	STR +20
Saint's Diadem	Converts obtained gold to EXP
Shield Ring IV	DEF +20
Skill Ring IV	SP Consumption -50%
Spirit Necklace	Revives wearer once upon death
Warrior Seal IV	Skill EXP Gain +4

## The Tyrannical Frogs

### The Tyrannical Frogs

<b>Location:</b>	Comodo Village
<b>When:</b>	After the events at <a href="#">Elduke, the Ruined Capital / Roos' Nest</a>
<b>Client:</b>	Agent Theresa
<b>Objective:</b>	Defeat Ribbi-Magi
<b>Reward:</b>	15,000G

Visit the Community Center on the third floor of Comodo Village and after checking the quest board, talk to Agent Theresa to learn about her target - the Ribbi-Magi. Turns out that a bunch of the froglings showed up in the [Waterfall Cave](#) recently.



Warp to the Forest of Dawn: Wetlands Monument to the northeast of Comodo Village, then go south to the area below; from there, go northwest and east to the cave) and head to the back. One large Ribbi-Magi will show up with some smaller ones! Take them out however you see fit; it isn't much of a challenge.

Return back to Agent Theresa for your reward - **15,000G**.

## A Swarm of Scarlet

### A Swarm of Scarlet

Location:	Selray Village
When:	After the events at <a href="#">Elduke, the Ruined Capital / Roos' Nest</a>
Client:	Agent Bertha
Objective:	Defeat the Vesbilzon swarm
Reward:	15,000G



If you couldn't tell by the name, this quest is almost identical to the previous extermination quest Agent Bertha gave you, [A Swarm of Black](#). Yep. Another bug hunt. More giant spiders have infested the [Jade Cave](#), this time the more powerful Vesbilzon species, instead of the previous Vesbiwar. Not only are these red spiders stronger than the black, they're more numerous, too.

Still, it's a trivial matter with your own increased strength. Return to the Jade Cave and use a character with an area-of-effect skill (Frieda's "Hurricane Spin" worked well for us) and clear out the bugs, then return to Agent Bertha for you reward - **15,000G**.

## Rabbit Hunting

### Rabbit Hunting

<b>Location:</b>	Danan Village
<b>When:</b>	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
<b>Client:</b>	Explorer Pigeon
<b>Objective:</b>	Find Explorer Rabbit
<b>Reward:</b>	25,000G

After picking this quest up from the library in Danan Village, head to the item shop to find Explorer Pigeon, who will - after getting sidetracked about the minutiae of his ancestry - ask you to find his missing companion, Explorer Rabbit. Ah, this old abusive relationship. The two were meant for each other! Seems like Rabbit and Pigeon were separated in the Ashen Forest, and you'll get the false choice to accept Pigeon's offer of aid. If you don't have the sense to turn him down, your companions will do it for you.



Find Explorer Rabbit at the Frog's Inn and at the Forest of Spores Camp.

Since you have this handy guide, finding Rabbit is a cinch! To find Rabbit, warp to the Ashen Forest: Outskirts Monument and make your way to Frog's Inn. Yep, she is in there! Head inside and enjoy the scenes, picking whichever dialog choice you wish until Rabbit, well... runs off again.

Head back to Danan now and go see Pigeon in the item shop. Ugh, are you kidding me Rabbit?! Bah, okay, out we go again! This time, warp to the Forest of Spores Monument and head south to the camp. You'll find Rabbit yet again. Pick whichever dialog you wish, then enjoy the rest of the automated scenes. Aww...

## Resentful Spirit

### Resentful Spirit

<b>Location:</b>	Danan Village
<b>When:</b>	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
<b>Client:</b>	Sydown
<b>Objective:</b>	Defeat Vandaroper
<b>Reward:</b>	Holy Knight's Magatama and 20,000G

Find the quest-giver, Sydown, up the left flight of stairs in the library and he'll end up handing you a **Bloodstained Magatama** and asks that you purify it out in the Ashen Forest. Sounds like fun, right?

Fast travel to the Ashen Forest Monument to the northeast of Danan City and head to the southwestern end of the Ashen Road: Miasmic Road area. Equip the Bloodstained Magatama and kill enemies as you go and you should find the mote of light - the soul you're after - which you then need to lure north to a fissure. Use Frieda to block up the western fissure and continue west until you reach the dead-end where the armor is located. Lead the soul up to the armor, and just like Sydown promised, you'll need to put the old knight to rest!



Escort the soul to its armor to cause Vandaroper to manifest. Vandaroper hits HARD, but it's relatively easy to dodge and punish from a distance.

This beast is called Vandaroper, one of the most powerful non-boss enemies in the game. At LV55, it can boast 12,100 HP and an ATK score of 858, which puts it above Sol-Galba in terms of power. He absolutely loves area attacks and can hit fairly hard, so focus on a hit-and-run offense. At range, he will either send a wave at you (which does low damage) or slice at you once and then do an area attack.

All of those attacks are very easy to dodge, but Vandaroper has one last trick up his sleeve; he will sink down into the earth, then pop up a while later. If you get hit when he pops up, it will devastate you or even downright kill you if you aren't at full health (or close to full health). However, he telegraphs where he is going to pop up every time, so stay away and you'll be safe!

Once you've defeated him, return to the quest-giver for your two rewards: the **Holy Knight's Magatama** (an accessory that prevents Curse while also boosting STR and DEF +10) and **20,000G**.

## Cries from the Abyss

### Cries from the Abyss

<b>Location:</b>	Highland Town
<b>When:</b>	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
<b>Client:</b>	Cordelia
<b>Objective:</b>	Defeat the Compragov
<b>Reward:</b>	25,000G

After picking this quest up from the Highland Town quest board, find Cordelia sitting on a wall northeast of the town's southern entrance. She'll talk about ghosts for a bit before Calilica surmises that the noise must be coming from a beast prowling in the Underground Ruins. After chastising Cordelia wasting our time, you'll be on your way. Time to exterminate a monster!



Defeat the Complerra enemies with area-of-effect skills, then focus on the Compragov.

The easiest way to get to this beast is to travel to the Monument at the Underground Ruins: End and head north from there to where you fought Elvaron. Your foe, Compragov, will be commanding a squad of Complerra, and none of these foes should be all that challenging at this point in time. Use area-of-effect [skills](#) to wipe out the Complerra, then focus on the Compragov.

Compragov has a hard-hitting slash, but it takes a while to wind up, so you have FOREVER to get out of the way. He is also fond of dashing himself. In addition, he can shout and stun anyone near him, throw a phial and do fire damage and finally hit the ground and send a homing strike at you. Fairly easy-to-dodge stuff (except for the shout... he does that one very fast). Still, at this stage in the game, you are more than a match for him. Unleash those skills and take him down!

Report back to Cordelia and Mr. Tiddles to report your success. Myaoo!

# The Ultimate Purifier

## The Ultimate Purifier

<b>Location:</b>	Casnan City
<b>When:</b>	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
<b>Client:</b>	Mucho
<b>Objective:</b>	Acquire a Roda Leaf
<b>Reward:</b>	20,000G, +300 Max HP (one character)



If you need to, you can grind out Fresh Leaves in the Forest of Dawn: East area, picking on weak foes. Pick a victim to taste-test Mucho's latest drink - the lucky character will receive +300 Max HP.

After checking out the quest board in Casnan City, go talk to Mucho, the manliest of innkeepers. Seems his last attempt to fabricate a drink out of Fabros Milk hasn't deterred him, and he's keen to attempt another concoction. This time he needs a Roda Leaf, a pretty easy request to fulfill. All you need to do is exchange 30x Fresh Leaves (the merchant roo in the [Roos' Nest](#) will do this for you). Easy-peasy. If you don't have enough Fresh Leaves, just go kill Bozowalla and Barazowalla in the Forest of Dawn: East and Forest of Dawn: West, respectively.

Once you have a surplus Roda Leaf, return to Mucho and hand it over and Mucho will make up his new drink. Naturally, this means somebody will have to taste-test it, and the fortunate victim of Mucho's mixture will gain **+300 Max HP**. Not only that, but Mucho will fork over the **20,000G** he owes you for the Roda Leaf.

I AM A MAAAYUN!!

## Fruit Bat in the Dark

### Fruit Bat in the Dark

Location:	Casnan City
When:	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
Client:	Luluca
Objective:	Defeat the Olrabadi
Reward:	25,000G



Pick up this quest from the Casnan City quest board and talk to Luluca, who is standing right next to the aforementioned quest board. Seems some critter - the Olrabadi - is lurking around in the Casnan Mines. Right now it hasn't harmed anything other than the miner's nerves - let's keep it that way by killing it!

This beast is in the depths where we found the first boss... and is just as big! This has to be the nastiest fruit bat I've ever seen! Look at that club tail! This thing is a bit tough, but very beatable, just watch out for its landings, as they will stun you. Its scream attack will stun too, so stay on the move and lay into it when you can. It's not immune to debuffs like a proper boss would be, so if you can freeze it, it's pretty much toast. Once you beat it, return to Luluca for your reward - **25,000G**.

# The Wandering Chick

## The Wandering Chick

<b>Location:</b>	Comodo Village
<b>When:</b>	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
<b>Client:</b>	Shaman Pippi
<b>Objective:</b>	Find the missing Tsukune
<b>Reward:</b>	18x Gold Ore

Check the quest board, then go talk to Shaman Pippi again to learn the third chick is now missing! Maybe Shaman Pippi isn't very good at her job? You know how this works, more or less, except this chick has actually left the village. He will be in one of two places just outside of the village:



- 1) Head directly south of the green Monument outside of Comodo Village. Once you reach the harvest point here, you should see the brown chicken to the south by the cliff.
- 2) Carefully approach Tsukune; he'll often just be looking off to the left, which is the ideal time to grab him, but he does move around.

Even further south than the first point, but still on the same screen. Follow along the western edge as you go south, and you should come to a stopping point where Tsukune and an open chest will be below you to the south.

Once you nab him, you'll automatically return to Shaman Pippi and claim your reward - **18x Gold Ore**.

## Happy Present

Happy Present	
<b>Location:</b>	Selray Village
<b>When:</b>	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
<b>Client:</b>	Rilche
<b>Objective:</b>	Give Rilche 3x Marl Flowers and/or 3x Yupel Flowers and/or 3x Libra Flowers and/or 3x Celcetan Flowers
<b>Reward:</b>	Marl Wreath and/or Yupel Wreath and/or Libra Wreath and/or Celcetan Wreath

After checking out the quest board in Selray Village, go find and talk to Rilche, who is wandering around on the docks northeast of the Community Center. She'll say she wants three flowers for some wreaths, but there is a catch here! We can choose what type of flowers to give her, but to get the maximum reward (which includes some unique items), we have to give her 3 Marl Flowers, 3 Yupel Flowers, 3 Libra Flowers and 3 Celcetan Flowers. Let's discuss where you can find each:



**Marl Flower** - Harvest Points in the [Sanctuary Approach](#), [Table Mountain](#), [Ashen Forest](#) and [Colonia Battlefield](#). Exchange 10x Wilted Flowers.



**Yupel Flower** - Exchange 5x Marl Flower.



**Libra Flower** - Exchange 2x Yupel Flower . Dropped by Madogra-Slef enemies.



**Celcetan Flower** - Exchange 3x Libra Flower

Since they're all flowers, they're all links in the same upgrade chain, so you could technically just run around farming Marl Flowers, if you wish. Still, things will go a bit faster if you just get enough Marl Flowers to upgrade them into 3x Yupel Flowers, then farm Madogra-Slef enemies (which can be found in the [Ashen Forest: Marshland](#) area) for Libra Flowers. You'll need 12x Libra Flowers in total, nine to upgrade to 3x Celcetan Flowers, and three for the quest itself. In any event, the merchant roo at the [Roos' Nest](#) is capable of doing all the exchanging for you.

When you have three of EACH flower, return to Rilche in Selray Village and opt to **Hand over three of each variety**. Turns out the whole thing was a scam to trick some girl, Cecily, into admitting her feelings for Ozma. There's no accounting for taste. Anywho, you'll obtain the **Marl Wreath** (Prevents Poison / DEF +1), **Yupel Wreath** (Prevents Paralysis / DEF +3), **Libra Wreath** (Prevents Freezing / DEF +5) and **Celcetan Wreath** (Prevents Curse / DEF +10 / HP +200) accessories for this. Those materials could have been used to craft three Life Elixirs, but if you want the trophy **All the Things**, this is a sacrifice that must be made.

# Legendary Weapon

## Legendary Weapon

Location:	Selray Village
When:	After clearing the <a href="#">Colonia Artifact Laboratory</a> dungeon
Client:	Syriu
Objective:	Obtain a Sun Stone
Reward:	Set of legendary arms and armor.



Turn in a Sun Stone and you'll be able to pick a character to craft a legendary weapon for.

Head back to Selray Village and talk to Syriu in the weapon shop to find out that all the hazardous weapon tests you've done for her have finally paid off - with the knowledge she gained she can now make some truly spectacular weapons! To do this, however, you'll need to acquire a **Sun Stone**, an incredibly rare material, indeed. So rare in fact that there are only three in the entire game, which means you'll only be able to craft the ultimate weapon and armor for half of your party. Pick your favorites, and if you want that sweet, sweet platinum... well, you'll need to do a second playthrough at some point.

Anyways, back to the task at hand... there are three Sun Stones in the game, one of which you hopefully already acquired back in the [Colonia Artifact Laboratory](#). If not, go back there now and use the link provided to acquire it. While we're at it, we may as well include all the locations of all the Sun Stones in the game... or at least links to pages where you'll be able to find more details:



You'll find the game's three Sun Stones in the Colonia Artifact Laboratory, in the sealed eastern reaches of the Forest of Dawn: East and in the Iris: Gold Area.

- [\*\*Colonia Artifact Laboratory\*\*](#), pull the lattice grate off a chute, use the Dwarf Bracelet to shrink down and crawl through the chute and you'll reach a chest containing a Sun Stone.
- In the Forest of Dawn: East area. From the Forest of Dawn: East Monument, head east and exit past the Bozuonga, and in the area beyond head east until you reach a four-way fork. Go south at this fork, ultimate exiting the area past some Fabros enemies - you'll have to use the Beast King's Claw accessory to smash some obstacles to reach this area. In this new part of the Forest of Dawn: East area you'll find three chests - the northern-most one contains a Sun Stone.
- The third and final Sun Stone can be found in a chest in [\*\*Iris, The World Of Records\*\*](#), the game's final dungeon, specifically in the Gold Area.

You only need to provide one Sun Stone for this quest, however. When you do, choose a character and Syriu will create the ultimate weapon for said character, after which the blacksmith Hakan will interject and announce he was also able to craft a suit of ultimate armor for said character. This will take the form of a Victor's Blessing (male) or Victoria's Blessing (female), depending on the gender of the character who just obtained their ultimate weapon. While these arms and armor are potent (boasting over 250+ ATK and DEF), they don't have any enhancements by default, so you'll need to enhance them to bring them up to snuff.

# New Game+, Time Attack and Boss Rush

## New Game+

After you complete the game the first time, you'll be given the opportunity to make a cleared game save after the credits. Do so, and you can load that cleared data from the menu to start a New Game+ playthrough. Here's what is and is not carried over in New Game+:

- All weapons, armor, accessories, consumables and materials carry over, as do their completion percentages. Any item you found in the first playthrough will be considered "found" in subsequent playthrough for the sake of item completion %.
- Key items and artifacts do NOT carry over.
- Artifact upgrades are not retained - when you acquire the artifacts again on your second playthrough, you'll have to upgrade the artifacts again.
- Map completion % carries over, as does the actual map for areas, including the locations of harvest points and chests.
- Shortcuts are not retained - you'll have to knock over logs and drop drawbridges again.
- Monument locations are retained (they'll appear on your map) but you'll still need to approach and activate them again before you can use them.
- Memories are retained between playthroughs. Previously recovered memories will not reappear on the map, but Adol can still reclaim some story-specific memories for extra stat boosts.
- All character parameters - level, skills, stats - are retained. You may have to re-equip/re-assign learned skills when you re-recruit characters on your second playthrough.
- Bestiary information carries over.
- Chests do NOT carry over. All chests will be repopulated on your next playthrough. On the plus side, this means you get to double-dip on items (especially Sun Stones), but if you missed a chest last game, you'll need to collect them all to get the **Treasure Hunter** trophy.
- Quest progress is not retained. You'll be able to complete quests again on New Game+. If you missed a quest on your first playthrough, you'll have to complete them all in a subsequent playthrough for the **Philanthropist** trophy.
- Free-form quest progress is not retained. You must hear all of **Mouse's Information**, **Charming all the Animals**, endure all of **Zara's Tickling** and find **Mishy's locations** all in one playthrough.
- Various game parameters, like total playtime, gold, distance traveled, monsters defeated, flash guards, flash moves and aerial combos are retained.

Suffice to say, the second playthrough should be easier than the first, given your improved stats and equipment. If you want to ensure your Nightmare run is cake, get your three favorite characters STR up to 1,000~ and their HP up to 4,000+. DEF is optional, but nice to have - generally, however, you're not likely to be hit super hard by any single attack (or series of attacks) to outright kill you if you have 500~ DEF (your ultimate armor and a Hero Cloak will get you there), and at 9,999 HP (overkill - glorious overkill) only one boss in the game can really do much damage.

The game is also fairly generous about what you retain, progress-wise, but you will need to complete all quests in a single run for **Philanthropist** and all phases of each free-form quest for their specific trophies, as well as loot every chest for **Treasure Hunter**. You can only obtain the trophy **All the Things** on your second playthrough, as you'll need to obtain three more Sun Stones to craft the final three ultimate weapons. Make sure you keep track of who you've created weapons for and who you haven't; six characters, six ultimate weapons, three Sun Stones per playthrough, two playthroughs.

Lastly, you'll unlock Time Attack and Boss Rush modes in New Game+, which bears some discussion...

## Time Attack and Boss Rush

In New Game+ you'll be able to access Time Attack and Boss Rush modes. The former allows you to pick a boss, which you'll need to defeat as quickly as possible, while the latter (scroll to the bottom of the list of bosses) will put you in a series of fights against all the bosses in the game. Some things to keep in mind for these modes:

- You do not keep your arms, armor or levels, these are scaled down to match the sort of gear/stats you'd have at that point in the main story.
- You do not get to pick your party - whomever you have in your party at the time will be who you use in these modes. If you want to do this at the beginning of the game, you'll only have Adol, so you might want to wait until you have a full party again.
- You do get to keep whatever accessories you had equipped.
- While you do not retain your level, you do retain stat boosts gain from memories, elixirs and quests. If you start these modes with characters you buffed up, they'll remain buffed up, potentially making these modes trivially easy.
- The difficulty in the main game is retained for these modes, so if you're playing on Nightmare difficulty, you'll have a harder time of it than if you were playing on Easy difficulty.

So, what's the point of doing this? Well, bragging rights and trophies, really, and since it's hard to quantify the former, we'll focus on the latter. The trophies you can earn in these modes follow:



**Reckless Abandon:** Defeated a boss in Time Attack in thirty seconds or less.



**Like the Wind:** Defeated a boss in Time Attack without taking damage.



**The Strongest Pro:** Conquered Boss Rush.





### Untouchable: Conquered Boss Rush without a single retry.



You can clear all of these just by selecting Boss Rush mode. If the game is on Easy difficulty and/or you've boosted your stats, you should have no trouble unless you fall asleep while playing. Grind or get good, both are valid ways to go about this.

## Max Stat Boosting

### Max Stat Grinding

Each character has three primary stats: HP, STR and DEF, which will increase as you level up or by equipping various arms, armor and accessories. A character who has attained the highest level (60) and who is equipped with their ultimate arms, armor and the highest grade of stat-boosting accessories will cap out at around 700 STR, 600 DEF and 2,500-3,000 HP. All well and good, until you consider the maximum parameter for each of these stats is 9,999. While you don't need anywhere near these values even on Nightmare difficulty, if you're keen to boost your stats somewhat, you'll need to rely on elixirs.

Elixirs are consumables that will boost a character's stats:



**Life Elixir** - Permanently increases user's HP by 100.



**Power Elixir** - Permanently increases user's STR by 3.



**Guard Elixir** - Permanently increases user's DEF by 3.

You'll find some of these as you explore, but their numbers are limited. Fortunately, the Synthesizer in Danan Village can craft these elixirs. They won't do so for free, however, as you'll need to provide both the necessary materials and 5,000G for each elixir.

You cannot start synthesizing Elixirs in great quantities until you reach the [Roos' Nest](#) area late in the game, as you'll need to exchange uncommon materials with the merchant roo to obtain the top-tier materials required for each Elixir, including Roda Leaves , Roda Fruit  and Celctan Flowers . That being the case, there's no point in worrying about crafting Elixirs until then, but you might as well wait a bit longer still, as the best gold farming spot can be found in a later dungeon, the [Lake Tolmes Ruins](#).

## Gold Grinding

The money issue is, fortunately, not all that difficult to resolve. In the [Lake Tolmes Ruins](#) you'll find the Merahva enemy, which will frequently drop Titanic Bones. In the second half of the dungeon (after Calilica energizes an object to turn a water wheel) you'll find four Merahva near an area transition. Equip Silver Axe accessories on your characters, kill the four Merahva, zone out, and repeat, collecting as many Titanic Bones as you can. Each one will sell for 1,000G, and you can collect hundreds of them with some moderate grinding.

## Life Elixir Grinding

1x Life Elixir  = 1x Roda Leaf  + 1x Fresh Leaf  + 1x Clear Liquid 

There's good news and bad news with the Life Elixir. The good news: Since each Life Elixir boosts HP by 100 with the same max of 9,999 as the other stats, you'll have to craft much fewer Life Elixirs than Power Elixirs and Guard Elixirs. The bad news: acquiring Roda Leaves is a much slower process than obtaining the rarer materials for the other elixirs.

The bottleneck is Fresh Leaves , which are fairly common drops, but they never drop in great quantities. You can get them from various enemies, but arguably the best location to farm them is from Bozowalla enemies outside of the [Jade Cave](#) area. Each Roda Leaf  requires 30x Fresh Leaves , so you'll need to harvest a vast quantity of Fresh Leaves  to get sufficient Roda Leaves  for the Elixirs you'll want to craft.

As for Clear Liquid , this is a rather easy resource to get, just equip Silver Axe accessories and farm Ribbis near the [The Frogs' Inn](#) - this resource should never be a serious bottleneck.



**Roda Leaf** - Exchange 30x Fresh Leaves 



**Fresh Leaf** - Exchange 10x Rotting Leaves. Dropped by Bozowalla, Barazowalla, Guspoun and Madagora enemies.



**Clear Liquid** - Exchange 10x Filthy Liquid. Dropped by Jellim, Ramelebolero, Jasraja, Gelog, Reppi, Ka-Bulb, Hal-Bulb, Bulb, Ribbi, Pit-Bulb and Uno-Bulb enemies.

## Power Elixir Grinding

1x Power Elixir  = 1x Roda Fruit  +  + 

The Power Elixir has a pretty straight-forward upgrade path: 2x Raparo Fruit  = 1x Arieda Fruit , and 3x Arieda Fruit  = 1x Roda Fruit . That being the case, Roda Fruit  will be your bottleneck here, as there's no way to get them save by synthesizing Arieda Fruit .

That being the case, we might as well focus on the other two materials. Fortunately neither of them are all that hard to get, as the Madogra-Slef enemy can drop both Raparo Fruit  and Arieda Fruit , with the former being a common drop and the latter being a rare drop. Equip a Silver Axe accessory and go hunting for these giant plant-beasts in the [Ashen Forest: Marshland](#) area. They're strong enemies, but once you obtain an ultimate weapon they shouldn't be too tough, and they'll only die faster the more Elixirs you craft by farming them.

Failing that, you can also find the odd Raparo Fruit  Harvest Point scattered around the map. It might sound tedious, but it really only takes six Raparo Fruit  to create one Roda Fruit , and nine Raparo Fruit  to create one Power Elixir, so it's perhaps not the worst idea to hit this Harvest Points... if for no better reason than to relieve the tedium of grinding Madogra-Slefs. Some Raparo Fruit 

- 1x Harvest Point in the [Sanctuary Approach](#) area, southwest of the Sanctuary Approach: Mid Monument.
- 1x Harvest Point in the [Table Mountain](#) area, northwest of the Table Mountain: Mid Monument
- 2x Harvest Points in the southern end of the [Elduke Outskirts](#) area.



**Roda Fruit** - Exchange 3x Arieda Fruit 



**Arieda Fruit** - Exchange 2x Raparo Fruit . Dropped by Madogra-Slef enemies.



**Raparo Fruit** - Exchange 5x Chio Nut. Dropped by Madogra-Slef enemies.

### Guard Elixir Grinding

1x Guard Elixir = 1x Celcetan Flower + 1x Yupel Flower + 1x Libra Flower

Like the Power Elixir, the Guard Elixir's upgrade path is pretty straight-forward. 2x Yupel Flowers = 1x Libra Flower , and 3x Libra Flowers = 1x Celcetan Flower . Pretty much the same path as the Power Elixir!

One small rub, however: the only easily-acquired material is the Libra Flower , which are dropped by the same Madogra-Slef enemies that drop two of the components you'll need for Power Elixirs. In this case you'll want to just use Libra Flowers to create Celcetan Flowers . Still pretty straight-forward.

As for Yupel Flowers , do NOT use them to create Libra Flowers , as you'll need Yupel Flowers for the actual creation of Guard Potions, and the only way to get them is by exchanging Marl Flowers , which, to be fair, are pretty common, but at a rate of 5x Marl Flowers for 1x Yupel Flower it's just easier to keep whatever Yupel Flowers you have for actually crafting Guard Potions.



**Celcetan Flower** - Exchange 3x Libra Flower



**Libra Flower** - Exchange 2x Yupel Flower . Dropped by Madogra-Slef enemies.



### **Yupel Flower - Exchange 5x Marl Flower.**

## **Summary**

So, long story short, grind Madogra-Slef enemies for Raparo Fruits and Arieda Fruits and exchange them for Roda Fruits to create Power Elixirs.

The same Madogra-Slef enemies will also drop Libra Flowers which you should exchange for Celcetan Flowers . Harvest Marl Flowers and exchange them for Yupel Flowers , and use Celcetan Flowers , Libra Flowers and Yupel Flowers to create Guard Elixirs.

Life Elixirs are a bit of a chore, but you need far less of them. Grind Bozowalla enemies for Fresh Leaves and exchange those for Roda Leaves . Together with the aforementioned two materials, kill Ribbis to obtain Clear Liquid and use all three to create Life Elixirs.

Finally, grind Merahva enemies for Titanic Bones and sell them for 1,000G each to pay to synthesize elixirs.

As for how much you **SHOULD** grind, it really depends on how easy you want to make Nightmare difficulty. You really don't need to grind AT ALL to clear Nightmare, but hitting 4,000 HP, 1,000 STR and 1,000 DEF will make things much easier. The absolute most you should really do, however, is 2,000 STR, 2,000 DEF and 9,999 HP, as even Nightmare difficulty is trivial at that point, and anything else is arguably a waste of time. Boosting Adol first (or only Adol, if you have to pick one character) is ideal, as you'll have access to him throughout the whole game, and as much as we love Frieda... she doesn't show up until pretty late. Might as well have access to those stats throughout NG+, right?

It should also be noted that stat-grinding on Easy difficulty will make things go faster, as enemies will have less HP and DEF, and the faster you can kill Madogra-Slefs, the faster your stats will rise.

# Sun Stone Locations

After you clear the [Quests After Colonia Artifact Laboratory](#) you'll be able to return to Selray Village and start the quest [Legendary Weapon](#). Pretty straight-forward name, eh? It is what it says, you'll need to provide rare materials known as Sun Stones, with which Syriu can craft your ultimate weapons. One Sun Stone will get you one set of legendary arms and armor for one character. Since Sun Stones are the currency of legendary weapons, it's worth pointing out their locations:



You'll find the game's three Sun Stones in the Colonia Artifact Laboratory, in the sealed eastern reaches of the Forest of Dawn: East and in the Iris: Gold Area.

- [Colonia Artifact Laboratory](#), pull the lattice grate off a chute, use the Dwarf Bracelet to shrink down and crawl through the chute and you'll reach a chest containing a Sun Stone.
- In the Forest of Dawn: East area. From the Forest of Dawn: East Monument, head east and exit past the Bozuonga, and in the area beyond head east until you reach a four-way fork. Go south at this fork, ultimately exiting the area past some Fabros enemies - you'll have to use the Beast King's Claw accessory to smash some obstacles to reach this area. In this new part of the Forest of Dawn: East area you'll find three chests - the northern-most one contains a Sun Stone.
- The third and final Sun Stone can be found in a chest in [Iris, The World Of Records](#), the game's final dungeon, specifically in the Gold Area.

You can only obtain three Sun Stones per playthrough, and since there are six characters, you'll need two playthroughs to collect everybody's ultimate weapons.

## Memories

Memories are a type of collectible you'll find throughout Celceta. When you find one, switch to Adol and approach it to acquire it. Reclaimed memories will fill in some of the game's backstory (often at convenient moments in the story) and occasionally give Adol stat boosts. Some memories are story-based, and their acquisition cannot be missed. You retain all recovered memories in New Game+, although you may have to re-watch some story memories.

Memory	Location
<b>Am I a Swordsman?</b>	To the right of the entrance to <a href="#">Casnia Mine</a> . Story-related, can't be missed.
<b>The Tower</b>	Gained automatically during story events after clearing <a href="#">Casnia Mine</a> . Story-related, can't be missed.
<b>The Harp Player</b>	Gained after setting up Camp at the end of the <a href="#">Forest Labyrinth</a> area. Story-related, can't be missed.
<b>The Forest Siblings</b>	Gained during your first visit to <a href="#">Comodo Village</a> . Story-related, can't be missed.
<b>The Sacred Beasts</b>	Gained at the camp at the end of the <a href="#">Misty Peak</a> area. Story-related, can't be missed.
<b>Meeting Ozma</b>	Gained during your first visit to <a href="#">Selray Village I</a> . Story-related, can't be missed.
<b>A Gentle Voice</b>	Gained after clearing the <a href="#">Underground Ruins</a> . Story-related, can't be missed.
<b>Eldeel and Leeza</b>	Gained during your first visit to <a href="#">Highland Town</a> . Story-related, can't be missed.
<b>Peaceful Times</b>	Gained within the <a href="#">Sanctuary of Storms</a> . Story-related, can't be missed.
<b>Black-Winged Assailant</b>	Gained at the Camp area of <a href="#">Table Mountain</a> . Story-related, can't be missed.
<b>Eldeel's Concerns</b>	Gained at the Camp area between the <a href="#">Ashen Forest</a> and the <a href="#">Forest of Spores</a> . Story-related, can't be missed.
<b>Black Omens</b>	Gained while exploring the <a href="#">Lake Tolmes Ruins</a> . Story-related, can't be missed.

<b>Truth of the Spardas</b>	Gained while exploring the <a href="#">Lake Tolmes Ruins</a> . Story-related, can't be missed.
<b>The King and Eldeel</b>	Gained while exploring <a href="#">Mt. Vesuvio</a> . Story-related, can't be missed.
<b>The Two Masks</b>	Gained while exploring <a href="#">Mt. Vesuvio</a> . Story-related, can't be missed.
<b>The 'Adventurer'</b>	Gained automatically at the end of the game. Story-related, can't be missed.
<b>Inquisitiveness</b>	Found in the <a href="#">Forest of Dawn: East</a> area, west of the light blue Monument.
<b>A Peddler's Tale</b>	Found in the northeastern part of the <a href="#">Forest of Dawn: East</a> area, in an area inhabited by a Bozuonga.
<b>A Small Adventure</b>	In the eastern part of the <a href="#">Forest of Dawn: West</a> area, next to a chest.
<b>My Inspirational Father</b>	Found in the largest, central <a href="#">Plateau Path</a> area.
<b>The Day of Departure</b>	Found in the southwestern corner of the <a href="#">Gidona Crater</a> area.
<b>A Familiar Stranger (1)</b>	Found in the southwestern end of the <a href="#">Subterranean Forest</a> , just past the exit to <a href="#">Danan Village</a> .
<b>A Familiar Stranger (2)</b>	Found in the eastern end of the <a href="#">Ashen Forest</a> area, near the entrance to <a href="#">The Frogs Inn</a> .
<b>The Forest Labyrinth</b>	Found in the <a href="#">Forest of Dawn: Wetlands</a> area, just east of the exit to the Sunlit Ruins.
<b>The River at Dusk</b>	Found just outside (to the east of) the exit to Selray Village.
<b>Night in Selray</b>	Found in the <a href="#">Forest of Dawn: West II</a> area, specifically the western part near Selray Village. It's in the far eastern part of this section.
<b>Rite of Summoning</b>	Found in the <a href="#">Ashen Forest: Miasmic Road</a> area, along the southern edge of the area.

<b>Apprentice Apostle</b>	Found in the <a href="#">Sanctuary Approach</a> area, in an eastern dead-end guarded by an Egriz.
<b>Mr. Popular</b>	Found in the <a href="#">Table Mountain</a> area, at a dead-end to the north of the Camp.
<b>The Hidden Room</b>	After clearing the <a href="#">Forest Labyrinth</a> you'll find yourself in the <a href="#">Forest of Dawn: East</a> area. This memory is to the southeast.
<b>The Naive One</b>	Found in <a href="#">The Frogs' Inn</a> area, behind some coral growths you'll need to smash with the Beast King's Claws.
<b>Reminiscence</b>	Found in the <a href="#">Elduke Outskirts</a> area, in the center of the area.
<b>Woman and Beast</b>	Found in the <a href="#">Elduke Outskirts</a> area, just east of the light blue Monument outside of the entrance to the <a href="#">Mt. Vesuvio</a> dungeon.
<b>The Two Commanders</b>	Found in the <a href="#">Ashen Forest: Marshland</a> area, along the southern edge of the area.
<b>Queen Rabbit</b>	Found in the <a href="#">Roos' Nest</a> area. Find and equip the Sacred Beast Collar in the adjacent Elduke Ruins, then talk to a Roo called "Oroocle" to get this memory.
<b>Day in the Life of a Roo</b>	Found at the northern end of the <a href="#">Forest of Spores</a> area, just west of the exit to the <a href="#">Colonia Battlefield</a> area.

## Consumables

Items that can be used in combat. All of these can be purchased, found and/or created.

Consumable	Location
<b>Honey Potion</b>	Found in chests. Purchased from shops. Synthesized at Danan Village.
<b>Bitter Potion</b>	Found in chests. Purchased from shops. Synthesized at Danan Village.
<b>Kaiser Potion</b>	Found in chests. Synthesized at Danan Village.
<b>Purification Powder</b>	Found in chests. Synthesized at Danan Village.
<b>Catholicon</b>	Found in chests. Synthesized at Danan Village.
<b>Antidote Powder</b>	Found in chests. Purchased from shops. Synthesized at Danan Village.
<b>Anti-Paralysis Powder</b>	Found in chests. Purchased from shops. Synthesized at Danan Village.
<b>Roda Droplet</b>	Found in chests. Purchased from shops. Synthesized at Danan Village.
<b>Celcetan Panacea</b>	Found in chests. Synthesized at Danan Village.
<b>Shield Tablet</b>	Found in chests. Synthesized at Danan Village.
<b>Skill Tablet</b>	Found in chests. Synthesized at Danan Village.
<b>Enigma Tablet</b>	Found in chests. Synthesized at Danan Village.
<b>Healing Tablet</b>	Found in chests. Synthesized at Danan Village.
<b>Power Tablet</b>	Found in chests. Synthesized at Danan Village.
<b>Life Elixir</b>	Found in chests. Synthesized at Danan Village.

**Power Elixir** Found in chests. Synthesized at Danan Village.

**Guard Elixir** Found in chests. Synthesized at Danan Village.

## Artifacts

Unique items that bestow various effects on the user when equipped, many of them are found as part of the story and required to progress, but some are optional.

Artifact	Location
<b>Dwarf Bracelet</b>	Found in the <a href="#">Ancient Burrow</a> . Story-related, can't be missed.
<b>Water Dragon's Scales</b>	Found in the <a href="#">Sacred Beasts' Lair</a> . Story-related, can't be missed.
<b>Gale Shoes</b>	Found in the <a href="#">Tower of Providence</a> . Story-related, can't be missed.
<b>Beast King's Claws</b>	Found in the <a href="#">The Frogs' Inn</a> . Story-related, can't be missed.
<b>Spirit Cape</b>	Found in the <a href="#">Underground Ruins</a> .
<b>Sacred Beast Collar</b>	Found in the <a href="#">Elduke, the Ruined Capital</a> .
<b>Aeolus Urn</b>	Talk to Griselda after achieving 50% Map Completion.
<b>Ares Seal</b>	Talk to Griselda after achieving 100% Map Completion.
<b>Dwarf Bracelet+</b>	Upgrade at the Philemon's Workshop in Highland Town.
<b>Water Dragon's Scales+</b>	Upgrade at the Philemon's Workshop in Highland Town.
<b>Gale Shoes+</b>	Upgrade at the Philemon's Workshop in Highland Town.
<b>Beast King's Claws+</b>	Upgrade at the Philemon's Workshop in Highland Town.

<b>Spirit Cape+</b>	Upgrade at the Philemon's Workshop in Highland Town.
<b>Sacred Beast Collar+</b>	Upgrade at the Philemon's Workshop in Highland Town.
<b>Aeolus Urn+</b>	Upgrade at the Philemon's Workshop in Highland Town.
<b>Ares Seal+</b>	Upgrade at the Philemon's Workshop in Highland Town.

## Weapons

Below you'll find every weapon in the game. You'll need to acquire one of each to complete your collection for the **All the Things** trophy. Characters that join the party earlier in the game will have more weapons, and generally you just need to purchase most weapons every time you hit a new town:

- [Casnan City](#)
- [Comodo Village](#)
- [Selray Village](#)
- [Highland Town](#)
- [Danan Village](#)
- [Roos' Nest](#)

You can purchase these weapons at any time. There are some copies of otherwise purchasable weapons that you can find in chests.

On the other hand, there are some missable weapon. In particular, the blacksmith apprentice Syriu in Selray Village will offer a series of quests where you're offered a choice between two prototype weapons to test out. You can only pick one of the two types of weapons to test each quest, meaning you can only earn half of these quest-related weapons in a single playthrough:

Quest	Weapons
<a href="#"><u>Hyper Weapon Test</u></a>	Spectacular Heat Sword / Flame Sword Superb Toxic Gauntlet / Venom Knuckle
<a href="#"><u>Mega Weapon Test</u></a>	Extreme Death Mace / Hyper Breaker Incredible Icy Halberd / Cruel Axe
<a href="#"><u>Super Weapon Test</u></a>	Amazing Viscous Knives / Spider Edge Perilous Thunder Spear / Lightning Spear

There's also a set of weapons that are found in chests throughout [the final dungeon](#). If you beat the game without acquiring them, you'll have to get them in a subsequent playthrough.

Finally, each character has an ultimate weapon that you can get Syriu to craft during and after the appropriately named quest [Legendary Weapon](#). For each legendary weapon you'll need to give Syriu a [Sun Stone](#), the locations of which you can find on the linked page. You can only obtain three Sun Stones per playthrough, so you'll have to do two playthroughs to craft an ultimate for each of the game's six characters.

## Swords

Weapons for Adol. There are 13 sword weapons in the game.

Weapon	Location
<b>Short Sword</b>	Initial equip.
<b>Long Saber</b>	Purchase from <a href="#">Casnan City</a> .
<b>Slasher</b>	Purchase from <a href="#">Comodo Village</a> .
<b>Slasher DX</b>	Purchase from <a href="#">Comodo Village</a> .
<b>Bronze Edge</b>	Purchase from <a href="#">Selray Village</a> .
<b>Bronze Edge DX</b>	Purchase from <a href="#">Selray Village</a> .
<b>Spectacular Heat Sword</b>	Choose the sword during the quest <a href="#">Super Weapon Test</a> .
<b>Flame Sword</b>	Choose the sword during the quest <a href="#">Super Weapon Test</a> and complete said quest.
<b>Claymore</b>	Purchase from <a href="#">Casnan City</a> or <a href="#">Highland Town</a> .
<b>Soul Biter</b>	Purchase from <a href="#">Danan Village</a> .
<b>Rune Blade</b>	Purchase from the <a href="#">Roos' Nest</a> .
<b>Apocalypse</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.

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## Ajax Sword

During or after the quest [Legendary Weapon](#), give Syriu a [Sun Stone](#) and tell her to forge a weapon for Adol.

## Gauntlets

Weapons for Duren. There are 13 sword weapons in the game.

Weapon	Location
Brass Knuckle	Initial equip.
Steel Gauntlet	Purchase from <a href="#">Casnan City</a> .
Eagle Head	Purchase from <a href="#">Comodo Village</a> .
Eagle Head DX	Purchase from <a href="#">Comodo Village</a> .
Shark Fin	Purchase from <a href="#">Selray Village</a> .
Shark Fin DX	Purchase from <a href="#">Selray Village</a> .
Superb Toxic Gauntlet	Choose the gauntlet during the quest <a href="#">Super Weapon Test</a> .
Venom Knuckle	Choose the gauntlet during the quest <a href="#">Super Weapon Test</a> and complete said quest.
Heavy Gauntlet	Purchase from <a href="#">Casnan City</a> or <a href="#">Highland Town</a> .
Belial Claw	Purchase from <a href="#">Danan Village</a> .
Holy Glove	Purchase from the <a href="#">Roos' Nest</a> .
Purgatorio	Find in the <a href="#">Iris, The World Of Records</a> dungeon.

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**Baldr's Gauntlet**

During or after the quest [Legendary Weapon](#), give Syriu a [Sun Stone](#) and tell her to forge a weapon for Duren.

## Knives

Weapons for Karna. There are 10 knife weapons in the game.

Weapon	Location
<b>Hunter Knives</b>	Initial equip.
<b>Spear Fangs</b>	Purchase from <a href="#">Casnan City</a> .
<b>Hunter Knives DX</b>	Purchase from <a href="#">Comodo Village</a> .
<b>Feather Knives</b>	Purchase from <a href="#">Casnan City</a> or <a href="#">Highland Town</a> .
<b>Amazing Viscous Knives</b>	Choose the knives during the quest <a href="#">Hyper Weapon Test</a> .
<b>Spider Edge</b>	Choose the knives during the quest <a href="#">Hyper Weapon Test</a> and complete said quest.
<b>Shadow Eaters</b>	Purchase from <a href="#">Danan Village</a> .
<b>Holy Knives</b>	Purchase from the <a href="#">Roos' Nest</a> .
<b>Judgment</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.
<b>Venus Knives</b>	During or after the quest <a href="#">Legendary Weapon</a> , give Syriu a <a href="#">Sun Stone</a> and tell her to forge a weapon for Karna.

## Spears

Weapons for Ozma. There are 10 spear weapons in the game.

Weapon	Location
Azure Pain	Purchase from <a href="#">Selray Village</a> .
Long Spear	Purchase from <a href="#">Casnan City</a> .
Azure Pain DX	Initial equip.
Trident	Purchase from <a href="#">Casnan City</a> or <a href="#">Highland Town</a> .
Perilous Thunder Spear	Choose the spear during the quest <a href="#">Hyper Weapon Test</a> .
Lightning Spear	Choose the spear during the quest <a href="#">Hyper Weapon Test</a> and complete said quest.
Calamity Pike	Purchase from <a href="#">Danan Village</a> .
Grail Spear	Purchase from the <a href="#">Roos' Nest</a> .
Ragnarok	Find in the <a href="#">Iris, The World Of Records</a> dungeon.
Jupiter Spear	During or after the quest <a href="#">Legendary Weapon</a> , give Syriu a <a href="#">Sun Stone</a> and tell her to forge a weapon for Ozma.

## Maces

Weapons for Calilica. There are 8 mace weapons in the game.

Weapon	Location
Prism Mace	Initial equip.

<b>Golden Mace</b>	Purchase from <a href="#">Casnan City</a> .
<b>Demonic Mace</b>	Purchase from <a href="#">Danan Village</a> .
<b>Extreme Death Mace</b>	Choose the mace during the quest <a href="#">Mega Weapon Test</a> .
<b>Hyper Breaker</b>	Choose the mace during the quest <a href="#">Mega Weapon Test</a> and complete said quest.
<b>Sacred Mace</b>	Purchase from the <a href="#">Roos' Nest</a> .
<b>Armageddon</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.
<b>Gaia Mace</b>	During or after the quest <a href="#">Legendary Weapon</a> , give Syriu a <a href="#">Sun Stone</a> and tell her to forge a weapon for Calilica.

## Halberds

Weapons for Frieda. There are 7 halberd weapons in the game.

Weapon	Location
<b>Ancient Halberd</b>	Initial equip.
<b>Great Halberd</b>	Purchase from <a href="#">Casnan City</a> .
<b>Incredible Icy Halberd</b>	Choose the halberd during the quest <a href="#">Mega Weapon Test</a> .
<b>Cruel Axe</b>	Choose the halberd during the quest <a href="#">Mega Weapon Test</a> and complete said quest.
<b>Rune Glaive</b>	Purchase from the <a href="#">Roos' Nest</a> .
<b>Elysium</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.

## Echidna Halberd

During or after the quest [Legendary Weapon](#), give Syriu a [Sun Stone](#) and tell her to forge a weapon for Frieda.

## Armor

Below you'll find every armor in the game. Unlike weapons, there are no quests that limit how many you can obtain in a playthrough - even the quest [Legendary Weapon](#) isn't much of a limiting factor, as there are only two ultimate armors in the game, one for female characters and one for male characters. Most armor can be purchased from various towns:

- [Casnan City](#)
- [Comodo Village](#)
- [Selray Village](#)
- [Highland Town](#)
- [Danan Village](#)
- [Roos' Nest](#)

Three suits of armor can be found in chests in [last dungeon in the game](#).

There are 16 suits of armor in the game.

Armor	Location
Leather Plate	Initial Equip.
Iron Breastplate	Purchase from <a href="#">Casnan City</a> .
Beast Leather	Purchase from <a href="#">Comodo Village</a> .
Scale Mail	Purchase from <a href="#">Selray Village</a> .
Beast Leather DX	Purchase from <a href="#">Comodo Village</a> .
Scale Mail DX	Purchase from <a href="#">Selray Village</a> .
Lamellar Armor	Purchase from <a href="#">Casnan City</a> or <a href="#">Highland Town</a> .
Amber Coat	Purchase from <a href="#">Highland Town</a> .

<b>Cerise Cape</b>	Purchase from <a href="#">Highland Town</a> .
<b>Sorcery Robes</b>	Purchase from <a href="#">Danan Village</a> .
<b>Rune Cloak</b>	Purchase from the <a href="#">Roos' Nest</a> .
<b>Saintly Robes</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.
<b>Berserker Armor</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.
<b>Valkyrie Dress</b>	Find in the <a href="#">Iris, The World Of Records</a> dungeon.
<b>Victor's Blessing</b>	During or after the quest <a href="#">Legendary Weapon</a> , give Syriu a <a href="#">Sun Stone</a> and tell her to forge a weapon for a male character.
<b>Victoria's Blessing</b>	During or after the quest <a href="#">Legendary Weapon</a> , give Syriu a <a href="#">Sun Stone</a> and tell her to forge a weapon for a female character.

## Accessories

Below you'll find every accessory in the game. Most accessories can be crafted in Comodo Village, although you'll need to complete a series of quests to expand the accessories which can be crafted:

- [Crafting Materials](#)
- [Crafting Materials 2](#)
- [Crafting Materials 3](#)

This will account for almost all the accessories, but a few are a bit trickier. Both the **Bloodstained Magatama** and the **Holy Knight's Magatama** are obtained during the quest [Resentful Spirit](#). The four Flower Wreaths require you to give Rilche three flowers of various types during the quest [Happy Present](#). The ideal way to complete this quest is to opt to give her three of EACH flower so you'll gain all four wreaths as a reward - if you do not give her three of each flower, you'll need to play the game again, as she'll only give you one wreath. Otherwise, the **Hero's Ring** and **Courage Belt** are the only accessories that can't be crafted.

Some accessories may also be found in chests, but these are not recorded if you can craft them.

Accessory	Location
Life Ring I	Craft at Comodo Village.
Life Ring II	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Life Ring III	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Life Ring IV	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
Power Ring I	Craft at Comodo Village.
Power Ring II	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Power Ring III	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Power Ring IV	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
Shield Ring I	Craft at Comodo Village.
Shield Ring II	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Shield Ring III	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Shield Ring IV	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
Skill Ring I	Craft at Comodo Village.
Skill Ring II	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Skill Ring III	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Skill Ring IV	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .

Blue Ornament	Craft at Comodo Village.
Gold Ornament	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Blue Tree Earring	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Spirit Tree Earring	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Courage Belt	Found in a chest in <a href="#">Mt. Vesuvio</a> .
Mystical Belt	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
Wanderer's Cloak	Craft at Comodo Village.
Hero's Cloak	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Risky Bandana	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
Perilous Bandana	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Courage Scarf	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Hermit's Scarf	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Tactician's Gloves	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Immovability Belt	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
Flash Bracelet	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
Flash Anklet	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
Snake Amulet	Craft at Comodo Village.

<b>Swallow Amulet</b>	Craft at Comodo Village.
<b>Thunder Beast Charm</b>	Craft at Comodo Village.
<b>Crimson Scale Charm</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
<b>Azure Scale Charm</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
<b>Silver Dragon Charm</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
<b>Gold Dragon Charm</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
<b>Warrior Seal I</b>	Craft at Comodo Village.
<b>Warrior Seal II</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
<b>Warrior Seal III</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials 2</a> .
<b>Warrior Seal IV</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
<b>Silver Axe</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
<b>Golden Axe</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
<b>Sage's Diadem</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials</a> .
<b>Saint's Diadem</b>	Craft at Comodo Village after completing <a href="#">Crafting Materials 3</a> .
<b>Bloodstained Magatama</b>	Obtained during the quest <a href="#">Resentful Spirit</a> .
<b>Holy Knight's Magatama</b>	Obtained for completing the quest <a href="#">Resentful Spirit</a> .
<b>Hero's Ring</b>	Found in a chest in the Forest of Dawn: East area, you'll need to defeat <a href="#">Foria-Daros</a> to claim it. Found in a chest in the <a href="#">Iris, The World Of Records</a> dungeon..

<b>Marl Wreath</b>	Complete the quest <a href="#">Happy Present</a> by giving Rilche 3x Marl Flowers.
<b>Yupel Wreath</b>	Complete the quest <a href="#">Happy Present</a> by giving Rilche 3x Yupel Flowers.
<b>Libra Wreath</b>	Complete the quest <a href="#">Happy Present</a> by giving Rilche 3x Libra Flowers.
<b>Celcetan Wreath</b>	Complete the quest <a href="#">Happy Present</a> by giving Rilche 3x Celcetan Flowers.

## Minerals

Below you'll find every mineral in the game. The raw materials for most minerals come from Ore Deposits found scattered across Celceta. In good video game tradition, more common minerals, like **Coal**, **Iron Ore**, **Silver Ore**, **Green Stones** and **Yellow Stones** are found early in the game, with rarer minerals being found in Ore Deposits later on.

A significant portion of minerals, however, must be refined from other minerals. Gems are refined from colored stones, ingots are refined from ore, etc. You can sometimes find these refined minerals in chests, but failing that, you'll have to expend gold and coal to craft them. You can also exchange more common minerals for less common minerals; **Coal** can be exchanged for **Iron Ore**, **Iron Ore** can be exchanged for **Silver Ore**, **Silver Ore** can be exchanged for **Gold Ore** and **Strange Mass** can be exchanged for various **Colored Stones**. Unlike refining, exchanging does not cost gold.

The **Gold Pedestal Replica** and **Gold Pedestal** can only be purchased from Goldsmith's Shop in Casnan City, and these will collectively set you back 1,100,000G, although the former can also be found in the [Forest of Dawn](#) area accessible late in the game.

Minerals	Location
<b>Iron Ingots</b>	Refine from Iron Ore.
<b>Silver Ingots</b>	Refine from Silver Ore.
<b>Gold Ingots</b>	Refine from Gold Ore.
<b>Emerald</b>	Refine from Green Stones.
<b>Topaz</b>	Refine from Yellow Stones.
<b>Ruby</b>	Refine from Red Stones.

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<b>Sapphire</b>	Refine from Blue Stones.
<b>Amethyst</b>	Refine from Purple Stones.
<b>Onyx</b>	Refine from Black Stones.
<b>Diamond</b>	Refine from Starlight Stones.
<b>Gold Pedestal Replica</b>	Purchase from Goldsmith's Shop in Casnan City.
<b>Gold Pedestal</b>	Purchase from Goldsmith's Shop in Casnan City.
<b>Coal</b>	Found in early game Ore Deposits.
<b>Iron Ore</b>	Found in early game Ore Deposits.
<b>Silver Ore</b>	Found in early game Ore Deposits.
<b>Gold Ore</b>	Found in mid-game Ore Deposits.
<b>Green Stone</b>	Found in early game Ore Deposits.
<b>Yellow Stone</b>	Found in early game Ore Deposits.
<b>Red Stone</b>	Found in early game Ore Deposits.
<b>Blue Stone</b>	Found in mid-game Ore Deposits.
<b>Purple Stone</b>	Found in mid-game Ore Deposits.
<b>Black Stone</b>	Found in late-game Ore Deposits.
<b>Starlight Stone</b>	Found in late-game Ore Deposits.

## Materials

Below you'll find every material in the game. Like minerals, you'll need to create some materials by using other materials, in this case by exchanging (rather than refining) more common materials for rarer ones. The ideal place to do this is the [Roos' Nest](#), but different characters (usually merchants) will exchange for different materials:

### Goldsmith (Casnan City)

Sturdy Bone = 10x Brittle Bone

Sturdy Hide = 10x Damaged Hide

Sturdy Shell = 10x Cracked Shell

Strong Hair = 10x Split Hair

Clear Liquid = 10x Filthy Liquid

Sturdy Lumber = 10x Damaged Lumber

Fresh Leaf = 10x Rotting Leaf

### Fleur (Comodo Village)

Poisonous Organ = 3x Sturdy Hide

Spider Web = 3x Strong Hair

Beast Fang = 4x Sturdy Bone

Sturdy Bone = 10x Brittle Bone

Sturdy Hide = 10x Damaged Hide

Sturdy Shell = 10x Cracked Shell

Strong Hair = 10x Split Hair

Clear Liquid = 10x Filthy Liquid

Marl Flower = 10x Wilted Flower

Yupel Flower = 5x Marl Flower

Libra Flower = 2x Yupel Flower

Chito Nut = 10x Rotting Fruit

Raparo Fruit = 5x Chito Nut

Arieda Fruit = 2x Raparo Fruit

Sturdy Lumber = 10x Damaged Lumber

Fresh Leaf = 10x Rotting Leaf

## Ray (Selray Village)

Sturdy Bone = 10x Brittle Bone

Sturdy Hide = 10x Damaged Hide

Sturdy Shell = 10x Cracked Shell

Strong Hair = 10x Split Hair

Clear Liquid = 10x Filthy Liquid

Indestructible Shell = 3x Sturdy Shell

Hard Scale = 3x Sturdy Shell

Frog Extract = 3x Clear Liquid

Sturdy Lumber = 10x Damaged Lumber

Fresh Leaf = 10x Rotting Leaf

Marl Flower = 10x Wilted Flower

Yupel Flower = 5x Marl Flower

Libra Flower = 2x Yupel Flower

Chito Nut = 10x Rotting Fruit

Raparo Fruit = 5x Chito Nut

Arieda Fruit = 2x Raparo Fruit

### Oona (Highland Town)

Soft Fur = 5x Strong Hair

Fluffy Fur = 5x Strong Hair

Fierce Beast's Claw = 6x Sturdy Bone

Sturdy Bone = 10x Brittle Bone

Sturdy Hide = 10x Damaged Hide

Sturdy Shell = 10x Cracked Shell

Strong Hair = 10x Split Hair

Clear Liquid = 10x Filthy Liquid

Sturdy Lumber = 10x Damaged Lumber

Fresh Leaf = 10x Rotting Leaf

### **Kenzo (Danan Village)**

Bizarre Hide = 6x Sturdy Hide

Acidic Liquid = 6x Clear Liquid

Slime Mold = 6x Clear Liquid

Sturdy Bone = 10x Brittle Bone

Sturdy Hide = 10x Damaged Hide

Sturdy Shell = 10x Cracked Shell

Strong Hair = 10x Split Hair

Clear Liquid = 10x Filthy Liquid

Nocturnal Mushroom = 5x Sturdy Lumber

Sturdy Lumber = 10x Damaged Lumber

Fresh Leaf = 10x Rotting Leaf

## Rooinous (Roos' Nest)

Titanic Bone = 8x Sturdy Bone

Tribal Cloth = 8x Sturdy Hide

Sturdy Bone = 10x Brittle Bone

Sturdy Hide = 10x Damaged Hide

Sturdy Shell = 10x Cracked Shell

Strong Hair = 10x Split Hair

Clear Liquid = 10x Filthy Liquid

Celctan Flower = 3x Libra Flower

Roda Fruit = 3x Arieda Fruit

Roda Leaf = 30x Fresh Leaf

Marl Flower = 10x Wilted Flower

Yupel Flower = 5x Marl Flower

Libra Flower = 2x Yupel Flower

Chito Nut = 10x Rotting Fruit

Raparo Fruit = 5x Chito Nut

Arieda Fruit = 2x Raparo Fruit

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Sturdy Lumber = 10x Damaged Lumber

Fresh Leaf = 10x Rotting Leaf

Exchanging will get you some of the rarer materials, but for the more common stuff, you'll need to acquire it in other ways. Typically you'll obtain new materials by killing monsters or from Harvest Points found as you explore

Plant Materials	Location
<b>Fresh Leaf</b>	Dropped by enemies. Found in Harvest Points. Exchange Rotting Leaves.
<b>Roda Leaf</b>	Exchange Fresh Leaves.
<b>Marl Flower</b>	Found in Harvest Points. Exchange Wilted Flowers.
<b>Yupel Flower</b>	Exchange Marl Flowers.
<b>Libra Flower</b>	Dropped by Madogra-Slef. Exchange Yupel Flowers.
<b>Celcetan Flower</b>	Exchange Libra Flowers.
<b>Chito Nut</b>	Found in Harvest Points. Exchange Rotting Fruit.
<b>Raparo Fruit</b>	Dropped by Madogra-Slef. Found in Harvest Points. Exchange Chito Nuts.
<b>Arieda Fruit</b>	Dropped by Madogra-Slef. Exchange Raparo Fruit.
<b>Roda Fruit</b>	Found in Harvest Points. Exchange Arieda Fruit.
<b>Sturdy Lumber</b>	Dropped by enemies. Found in Harvest Points. Exchange Damaged Lumber.
<b>Nocturnal Mushroom</b>	Found in Harvest Points. Exchange Sturdy Mushroom.
<b>Rotting Leaf</b>	Dropped by enemies. Found in Harvest Points.

<b>Wilted Leaf</b>	Dropped by enemies. Found in Harvest Points.
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<b>Rotting Fruit</b>	Dropped by enemies. Found in Harvest Points.
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<b>Damaged Lumber</b>	Dropped by enemies. Found in Harvest Points.
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<b>Beast Materials</b>	<b>Location</b>
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<b>Sturdy Bone</b>	Dropped by enemies. Exchange Brittle Bones.
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<b>Sturdy Hide</b>	Dropped by enemies. Exchange Damaged Hides.
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<b>Sturdy Shell</b>	Dropped by enemies. Exchange Cracked Shells.
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<b>Strong Hair</b>	Dropped by enemies. Exchange Split Hairs.
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<b>Clear Liquid</b>	Dropped by enemies. Exchange Filthy Liquids.
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<b>Poisonous Organ</b>	Dropped by enemies. Exchange Sturdy Hides.
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<b>Spider Web</b>	Dropped by enemies. Exchange Strong Hairs.
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<b>Beast Fang</b>	Dropped by enemies. Exchange Sturdy Bones.
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<b>Indestructible Shell</b>	Dropped by enemies. Exchange Sturdy Shells.
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<b>Hard Scale</b>	Dropped by enemies. Exchange Sturdy Shells.
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<b>Frog Extract</b>	Dropped by enemies. Exchange Clear Liquids.
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<b>Soft Fur</b>	Dropped by enemies. Exchange Strong Hairs
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<b>Fluffy Fur</b>	Dropped by enemies. Exchange Strong Hairs.
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<b>Fierce Beast's Claw</b>	Dropped by enemies. Exchange Sturdy Bones.
<b>Bizarre Hide</b>	Dropped by enemies. Exchange Sturdy Hides.
<b>Acidic Liquide</b>	Dropped by enemies. Exchange Clear Liquids.
<b>Slime Mold</b>	Dropped by enemies. Exchange Clear Liquids.
<b>Titanic Bone</b>	Dropped by enemies. Exchange Sturdy Bones.
<b>Tribal Cloth</b>	Dropped by enemies. Exchange Sturdy Hides.
<b>Axe Tail</b>	Dropped by enemies.
<b>Buffalo Horn</b>	Dropped by enemies.
<b>Monkey King's Hair</b>	Dropped by enemies.
<b>Boar Exoskeleton</b>	Dropped by enemies.
<b>Hammer Beak</b>	Dropped by enemies.
<b>Monstrous Talon</b>	Dropped by enemies.
<b>Awful Carapace</b>	Dropped by enemies.
<b>Sharp Horn</b>	Dropped by enemies.
<b>Drill Beak</b>	Dropped by enemies.
<b>Cursed Blade</b>	Dropped by enemies.
<b>Brittle Bone</b>	Dropped by enemies.

<b>Damaged Hide</b>	Dropped by enemies.
<b>Cracked Shell</b>	Dropped by enemies. Found in Ore Deposits.
<b>Split Hair</b>	Dropped by enemies.
<b>Filthy Liquid</b>	Dropped by enemies.
<b>Strange Mass</b>	Dropped by enemies. Found in Ore Deposits.

## Key Items

Despite the name, Key Items are perhaps the least interesting of the items you'll find in the game. This is mostly due to the fact that few of them are missable - you'll find all of them save for the possible exceptions of the **Fabros Milk**, **Ethan's Signature Book** and **Sun Stone** while progressing through the game.

Key Items	Location
<b>Journal</b>	Story-related, can't be missed.
<b>Map of Celceta</b>	Story-related, can't be missed.
<b>Well-Worn Notebook</b>	Story-related, can't be missed.
<b>Notebook Scrap</b>	Story-related, can't be missed.
<b>Silver Wing</b>	Story-related, can't be missed.
<b>Golden Wing</b>	Story-related, can't be missed.
<b>Artifact Sword Emeraude</b>	Story-related, can't be missed.
<b>Right Mask Fragment</b>	Story-related, can't be missed.
<b>Left Mask Fragment</b>	Story-related, can't be missed.

<b>Mask of the Moon</b>	Story-related, can't be missed.
<b>Mask of the Sun</b>	Story-related, can't be missed.
<b>Mine Key</b>	Story-related, can't be missed.
<b>Slate Fragment</b>	Story-related, can't be missed.
<b>Slate Fragment</b>	Story-related, can't be missed.
<b>Wind Crest</b>	Story-related, can't be missed.
<b>Rain Crest</b>	Story-related, can't be missed.
<b>Sun Crest</b>	Story-related, can't be missed.
<b>Fabros Milk</b>	Obtained during the quest <a href="#">To Milk a Fabros</a> .
<b>Ethan's Signature Book</b>	Obtained during the quest <a href="#">Signature Collector</a> .
<b>Sun Stone</b>	Found in <a href="#">Sun Stone Locations</a> .

## Trophy Guide

Need help with a particular **YS IV: Memories of Celceta Trophy**!? Don't worry, we got you covered!

This page is dedicated to all the trophies in the game. If you are a trophy hunter (like ol' BK and Haeravon, who I have completely corrupted...), this is the page for you!

We will get most of these trophies as we play through the game, but some of them will only come when you play the game a second time. Namely, the Nightmare Difficulty trophy and the trophy for collecting all of the items, as we only get so many per play-through. Note there are a few boss-rush trophies here as well.

You **MUST** follow the guide to really get all the trophies, as there are **SEVERAL** miss-able quests throughout the game! With that said, here's the game's trophy list. We go over each trophy a bit and help point out how to get them.

For a MUCH easier way to find your Trophy, hit **CTRL + F** on your keyboard and type the Trophy name you're looking for and it'll take you to it.

## Timeless Adventurer

Acquired all trophies.

- How to obtain: Simply collect all the other trophies in the game! Simple, right!?

## Master Cartographer

Completed the Map of Celceta.

- How to obtain: Acquire 100% map completion.

The more fog of war you dispel by exploring, the higher your Map Completion % will increase. Dungeons are pretty straight-forward - you seem to get a fixed amount just for entering them - but the overworld bits are more fussy. When on the overworld be sure to run along the edges of each area to dispel as much of the fog of war as possible. Failing to do this could leave to some bits not counting as explored.

Not only will you need to do this for this trophy, but two artifacts also requires you to reach certain Map Completion percentages. Without earning those artifacts you cannot unlock the **All the Things** trophy.

Map Completion % carries over to New Game+.

## Memories Unfogged

Restored all lost memories.

- How to obtain: Acquire all 36 of Adol's memories. Memories collected are retained in New Game+. A list of all the memories in the game can be found below:

## **Memories**

Memories are a type of collectible you'll find throughout Celceta. When you find one, switch to Adol and approach it to acquire it. Reclaimed memories will fill in some of the game's backstory (often at convenient moments in the story) and occasionally give Adol stat boosts. Some memories are story-based, and their acquisition cannot be missed. You retain all recovered memories in New Game+, although you may have to re-watch some story memories.

Memory	Location
Am I a Swordsman?	To the right of the entrance to <a href="#">Casnia Mine</a> . Story-related, can't be missed.

<b>The Tower</b>	Gained automatically during story events after clearing <a href="#">Casnia Mine</a> . Story-related, can't be missed.
<b>The Harp Player</b>	Gained after setting up Camp at the end of the <a href="#">Forest Labyrinth</a> area. Story-related, can't be missed.
<b>The Forest Siblings</b>	Gained during your first visit to <a href="#">Comodo Village</a> . Story-related, can't be missed.
<b>The Sacred Beasts</b>	Gained at the camp at the end of the <a href="#">Misty Peak</a> area. Story-related, can't be missed.
<b>Meeting Ozma</b>	Gained during your first visit to <a href="#">Selray Village I</a> . Story-related, can't be missed.
<b>A Gentle Voice</b>	Gained after clearing the <a href="#">Underground Ruins</a> . Story-related, can't be missed.
<b>Eldeel and Leeza</b>	Gained during your first visit to <a href="#">Highland Town</a> . Story-related, can't be missed.
<b>Peaceful Times</b>	Gained within the <a href="#">Sanctuary of Storms</a> . Story-related, can't be missed.
<b>Black-Winged Assailant</b>	Gained at the Camp area of <a href="#">Table Mountain</a> . Story-related, can't be missed.
<b>Eldeel's Concerns</b>	Gained at the Camp area between the <a href="#">Ashen Forest</a> and the <a href="#">Forest of Spores</a> . Story-related, can't be missed.
<b>Black Omens</b>	Gained while exploring the <a href="#">Lake Tolmes Ruins</a> . Story-related, can't be missed.
<b>Truth of the Spardas</b>	Gained while exploring the <a href="#">Lake Tolmes Ruins</a> . Story-related, can't be missed.
<b>The King and Eldeel</b>	Gained while exploring <a href="#">Mt. Vesuvio</a> . Story-related, can't be missed.
<b>The Two Masks</b>	Gained while exploring <a href="#">Mt. Vesuvio</a> . Story-related, can't be missed.
<b>The 'Adventurer'</b>	Gained automatically at the end of the game. Story-related, can't be missed.
<b>Inquisitiveness</b>	Found in the <a href="#">Forest of Dawn: East</a> area, west of the light blue Monument.

A Peddler's Tale	Found in the northeastern part of the <a href="#">Forest of Dawn: East</a> area, in an area inhabited by a Bozuonga.
A Small Adventure	In the eastern part of the <a href="#">Forest of Dawn: West</a> area, next to a chest.
My Inspirational Father	Found in the largest, central <a href="#">Plateau Path</a> area.
The Day of Departure	Found in the southwestern corner of the <a href="#">Gidona Crater</a> area.
A Familiar Stranger (1)	Found in the southwestern end of the <a href="#">Subterranean Forest</a> , just past the exit to <a href="#">Danan Village</a> .
A Familiar Stranger (2)	Found in the eastern end of the <a href="#">Ashen Forest</a> area, near the entrance to <a href="#">The Frogs' Inn</a> .
The Forest Labyrinth	Found in the <a href="#">Forest of Dawn: Wetlands</a> area, just east of the exit to the Sunlit Ruins.
The River at Dusk	Found just outside (to the east of) the exit to Selray Village.
Night in Selray	Found in the <a href="#">Forest of Dawn: West II</a> area, specifically the western part near Selray Village. It's in the far eastern part of this section.
Rite of Summoning	Found in the <a href="#">Ashen Forest: Miasmic Road</a> area, along the southern edge of the area.
Apprentice Apostle	Found in the <a href="#">Sanctuary Approach</a> area, in an eastern dead-end guarded by an Egriz.
Mr. Popular	Found in the <a href="#">Table Mountain</a> area, at a dead-end to the north of the Camp.
The Hidden Room	After clearing the <a href="#">Forest Labyrinth</a> you'll find yourself in the <a href="#">Forest of Dawn: East</a> area. This memory is to the southeast.
The Naive One	Found in <a href="#">The Frogs' Inn</a> area, behind some coral growths you'll need to smash with the Beast King's Claws.

<b>Reminiscence</b>	Found in the <a href="#">Elduke Outskirts</a> area, in the center of the area.
<b>Woman and Beast</b>	Found in the <a href="#">Elduke Outskirts</a> area, just east of the light blue Monument outside of the entrance to the <a href="#">Mt. Vesuvio</a> dungeon.
<b>The Two Commanders</b>	Found in the <a href="#">Ashen Forest: Marshland</a> area, along the southern edge of the area.
<b>Queen Rabbit</b>	Found in the <a href="#">Roos' Nest</a> area. Find and equip the Sacred Beast Collar in the adjacent Elduke Ruins, then talk to a Roo called "Oroocle" to get this memory.
<b>Day in the Life of a Roo</b>	Found at the northern end of the <a href="#">Forest of Spores</a> area, just west of the exit to the <a href="#">Colonia Battlefield</a> area.

## Treasure Hunter

Opened every treasure chest..

- How to obtain: Open every chest in every area of the game. Probably the most annoying collectathon trophy in the game, as chest are repopulated each playthrough - you must collect them all in one playthrough to pop this trophy. We highly recommend you follow the walkthrough to collect all the chests in the game.

## Stupendous Scavenger

Discovered every resource point.

- How to obtain: Raid every Harvest Point in every area of the game. Harvest Point progress is retained between playthroughs.

## All the Things

Acquired at least one of every item.

- How to obtain: Fill out every circle in your Item menu. Note that this trophy will require a second play-through, as you can't obtain every weapon in a single playthrough. For more information, check out the [Weapons List](#).

## Monster Meister

Filled out all monster details in journal.

- How to obtain: **MISSABLE!** Make sure that you have defeated the enemies summoned by both Bami and Gadis in their respective boss battles.

## Material Boy

Filled out all material details in journal.

- How to obtain: Fill out every circle in your Item menu under [Minerals](#), [Plant Materials](#), and [Beast Materials](#). These can't really be missed, but it can take some work to kill the enemies, farm the Harvest Points, refine, exchange and purchase these items. Your progress is retained between playthroughs.

## Philanthropist

Successfully completed every quest.

- How to obtain: **MISSABLE!** Successfully complete every quest. Some quests can be missed, while others can be failed. A list of all 38 quests (in rough order in which they can be completed) follows:

- [To Milk a Fabros](#)
- [Honey Potions](#)
- [Purchasing Iron Ore](#)
- [Bear on the Plains](#)
- [Sword Training](#)
- [A Fresh Meal](#)
- [The Monkey King](#)
- [Shopkeeper for a Day](#)
- [Seeking Moisturizer](#)
- [A Swarm of Black](#)
- [Challenge!](#)
- [Miners Wanted](#)
- [Crafting Materials](#)
- [The Runaway Chick](#)
- [Super Weapon Test](#)
- [Unleashing Artifacts](#)

- [Purchasing Silver](#)
- [Wayward Guardians](#)
- [The Naughty Chick](#)
- [Hyper Weapon Test](#)
- [Secret Synthesis](#)
- [Good Luck Charm](#)
- [Twilight Flowers](#)
- [Signature Collector](#)
- [Hungover Pikkard](#)
- [Crafting Materials 2](#)
- [Mega Weapon Test](#)
- [Crafting Materials 3](#)
- [The Tyrannical Frogs](#)
- [A Swarm of Scarlet](#)
- [Rabbit Hunting](#)
- [Resentful Spirit](#)
- [Cries from the Abyss](#)
- [The Ultimate Purifier](#)
- [Fruit Bat in the Dark](#)
- [The Wandering Chick](#)
- [Happy Present](#)
- [Legendary Weapon](#)



## Wordless Affinity

Befriended all animals.

- How to obtain: See the following free-form quest: [Charming the Animals](#).



## Mishy Masher

Found all of Mishy's hiding spots.

- How to obtain: See the following free-form quest: [Mishy's Hide and Seek](#).

## Jack of All Trades

Mastered every skill.

- How to obtain: Obtain level 3 for every skill.

Skills are... a bit odd. You'll earn them as you advance through the game, but the trigger for unlocking new skills isn't terribly straight-forward. You'll earn skills as character fights progressively stronger enemies, so it APPEARS like you're earning them as you level up, but this is not strictly the case. Also, characters tend not to earn skills as often (if at all) unless you're actively controlling them in combat against these enemies. Specifically, fight Madogra-Slef enemies in the [Ashen Forest](#) and the Jadelos enemies in [Iris, The World Of Records](#) and this should suffice to unlock the second half of each character's skills. Once done, just grind out skill EXP until they're all mastered - using Skill Rings and Warrior Seals will speed this process up incredibly. It's also worth noting that all characters learn 10 skills, save for Adol who learns 12 skills.

## Only the Best Will Do

Enhanced a weapon or armor to its limit.

- How to obtain: The easiest (although not the cheapest) way to do this is near the end of the game once you've acquired a Sun Stone or two. Reinforce one of your characters' legendary weapons with a Gold Pedestal; purchase it in Casnan for a whopping 1,000,000 gold. Even if you don't plan on keeping it, you can always reload your old game with your money intact.

## Money For Something

Amassed one million gold.

- How to obtain: Bring your total to at least 1,000,000G. Defeating enemies that drop high value materials are the quickest way to get to a million; BY FAR, the quickest and easiest way is in the Lake Tolmes Ruins. In the Altar area (where you can warp), there is a group of 4 Merahvas right beside the southern exit of the area; they are weak to Slash, so they are easily killed by Adol & Frieda. But even more important is that they drop Titanic Bones that sell for 1000G a piece. Since they're right beside the exit, you can go to the next area, then come right back and take them out again, earning drops very quickly. Equip both a Silver Axe and Gold Axe to every party member, equip the Aeolus Urn+, and have one of each attack type in your party for the greatest success. Use strong skills and hope for Excellent Kills for better chances of drops; I used Frieda's Icicle Drop for 10 minutes, and earned roughly 150,000G from doing so. 900,000G in an hour! (While you're doing this, work on leveling up your characters' skills!)

## Sea of Trees Unbroken

Cleared all obstructed paths.

- How to obtain: Examined different objects on the world map that allowed you to create a bridge/shortcut to a different area. This includes logs in the Forest of Dawn, drawbridges by the river, a honeycomb by the Sanctuary Approach, a sealed poison crack (courtesy of Frieda) in the Ashen Forest, and this bridge by Elduke.

## Tickled Pink

Endured all of Zara's tickle sessions.

- How to obtain: **MISSABLE!** See the following free-form quest: [Zara's Tickling](#).

## Heard It All

Purchased every piece of info from Mouse.

- How to obtain: **MISSABLE!** See the following free-form quest: [Mouse's Information](#).

## Touche, Salesman

Proved your skill as a merchant.

- How to obtain: **MISSABLE!** See the following quests: [Purchasing Iron Ore](#), [Shopkeeper for a Day](#), and [Purchasing Silver](#).

## Trails in the Mud

Walked an extraordinary total distance.

- How to obtain: Walk 200 krimelye. Check your Records for current progress - you'll easily achieve this if you play the game even a moderate amount.

## Valorous Vanquisher

Defeated two thousand enemies.

- How to obtain: Defeat 2,000 individual enemies. You'll easily earn this just by playing through the game. Check your Records for current progress.

## Impenetrable

Successfully used Flash Guard fifty times.

- How to obtain: Use Flash Guard 50 times. A Flash Guard occurs when you block just before an attack hits. Find an enemy, learn its attack routine, and just block if you want to grind this out. Check your Records for current progress.

## Now You See Me

Successfully used Flash Move fifty times.

- How to obtain: Use Flash Move 50 times. A Flash Move occurs when you dodge just before an attack hits. Find an enemy, learn its attack routine, and just dodge if you want to grind this out. Check your Records for current progress.

## Things Are Looking Up

Achieved one thousand Aerial Combos.

- How to obtain: Use 1,000 Aerial Combos. Aerial Combos occur when you hit an airborne enemy - many attacks knock enemies into the air, and you'll likely earn this without even bothering to focus on it. Check your Records for current progress.

## When You Got It

Achieved five hundred Skill Finishes.

- How to obtain: Have 500 Skill Finishes. When you kill an enemy with a skill, it's a Skill Finish - suffice to say, it should be pretty easy to earn this trophy. Check your Records for current progress.

## Cunning Strategist

Achieved five hundred Excellent Kills.

- How to obtain: Have 500 Excellent Kills. An Excellent Kill occurs when a character kills an enemy with an attack said enemy is weak to. Adol and Frieda deal  damage, Duren and Calilica deal  damage and Karna and Ozma deal  damage. Check your Records for current progress.

## Gold Hunter

Defeated a rare golden foe.

- How to obtain: Defeat a Golden Pikkard in the Forest of Dawn. The best place to find them is in the Sunlit Ruins at night. Equip the Sacred Beast Collar and roam near the Sunlit Ruins until you find him. Once you do, switch back to human and use your EXTRA skill to wipe him out in one blow.

## Lord of the Jungle

Defeated the ruler of the Great Forest.

- How to obtain: Defeat Foria-Daros. He's in the Forest of Dawn, and can only be reached after acquiring the Beast King's Claws. Full details of this fight can be found on the [Foria-Daros and Finishing Up the Forest of Dawn](#) page.

## Swordsman Extraordinaire

Played extensively as Adol.

- How to obtain: Control the character for 5 hours during the course of your playthroughs. It's actually fairly easy to do; plug in your Vita (or PS4 now...) so it is charging, then just go to an area where there are no monsters and tape down or use a rubber band on the analog sticks to where the character is constantly running to the right. Let them run while you sleep for the night or go to work for the day, and you'll have the trophy after 5 hours.

## Well-Traveled Informant

Played extensively as Duren.

- How to obtain: Control the character for 5 hours during the course of your playthroughs. It's actually fairly easy to do; plug in your Vita (or PS4 now...) so it is charging, then just go to an area where there are no monsters and tape down or use a rubber band on the

analog sticks to where the character is constantly running to the right. Let them run while you sleep for the night or go to work for the day, and you'll have the trophy after 5 hours.

## **Master Huntress**

Played extensively as Karna.

- How to obtain: Control the character for 5 hours during the course of your playthroughs. It's actually fairly easy to do; plug in your Vita (or PS4 now...) so it is charging, then just go to an area where there are no monsters and tape down or use a rubber band on the analog sticks to where the character is constantly running to the right. Let them run while you sleep for the night or go to work for the day, and you'll have the trophy after 5 hours.

## **Terrific Tribal Chief**

Played extensively as Ozma.

- How to obtain: Control the character for 5 hours during the course of your playthroughs. It's actually fairly easy to do; plug in your Vita (or PS4 now...) so it is charging, then just go to an area where there are no monsters and tape down or use a rubber band on the analog sticks to where the character is constantly running to the right. Let them run while you sleep for the night or go to work for the day, and you'll have the trophy after 5 hours.

## **Apostle for the Ages**

Played extensively as Calilica.

- - How to obtain: Control the character for 5 hours during the course of your playthroughs. It's actually fairly easy to do; plug in your Vita (or PS4 now...) so it is charging, then just go to an area where there are no monsters and tape down or use a rubber band on the analog sticks to where the character is constantly running to the right. Let them run while you sleep for the night or go to work for the day, and you'll have the trophy after 5 hours.

## **Enchanting Storyteller**

Played extensively as Frieda.

- How to obtain: Control the character for 5 hours during the course of your playthroughs. It's actually fairly easy to do; plug in your Vita (or PS4 now...) so it is charging, then just go to an area where there are no monsters and tape down or use a rubber band on the

analog sticks to where the character is constantly running to the right. Let them run while you sleep for the night or go to work for the day, and you'll have the trophy after 5 hours.

## In Search of Lost Memories

Began your adventure in Celceta.

- How to obtain: Unlocked upon being able to move for the first time.

## Mine Raider

Successfully rescued the trapped miners.

- How to obtain: Unlocked upon completing the [Casnia Mine](#).

## Proof of Life

Discovered a settlement in the Great Forest.

- How to obtain: Unlocked upon reaching either [Comodo Village](#) or [Selray Village](#).

## Homecoming For Some

Solved the mystery of the missing villagers.

- How to obtain: Unlocked upon completing the [Ancient Burrow](#).

## Pure Waters

Resolved the polluted river dilemma.

- How to obtain: Unlocked upon completing the [Sacred Beasts' Lair](#).

## Closer to the Truth

Successfully arrived in the Primeval Lands.

- How to obtain: Unlocked upon completing the [Underground Ruins](#).

## White Wings

Reunited with Eldeel at the Tower of Providence.

- How to obtain: Unlocked upon completing the [Tower of Providence](#).

## A Storied Village

Located the underground village of Danan.

- How to obtain: Unlocked upon reaching [Danan Village](#).

## Lost Kingdom

Arrived in the ruined capital, Elduke.

- How to obtain: Unlocked upon reaching [Elduke, the Ruined Capital](#).

## Mask In Hand

Acquired both halves of the Mask of the Sun.

- How to obtain: Unlocked upon completing both [Mt. Vesuvio](#) and the [Lake Tolmes Ruins](#).

## Beyond Lies Your Goal

Opened the door to the Temple of the Sun.

- How to obtain: Unlocked upon entering the [Temple of the Sun](#).

## The Darkling Ordeal

Overcame Gruda's trial.

- How to obtain: Unlocked upon defeating Akasha-Glyph.

## Adventurer

Completed the main story.

- How to obtain: Unlocked upon returning to the menu after saving your clear data.

## Better Man

Defeated Duren in one-on-one combat.

- How to obtain: Defeat Duren in the [Sword Training](#) quest.

## Waking Dream

Cleared the game on Nightmare difficulty.

- How to obtain: Beat the game on Nightmare difficulty. It's much easier to do this after completing the game once before, and using New Game+ for your Nightmare challenge. See more information on the [New Game+ and Time Attack](#) page

## Reckless Abandon

Defeated a boss in Time Attack in thirty seconds or less.

- How to obtain: The easiest and quickest boss(es) to earn this trophy would be with either Aldovoss or Ribbi-Roi, a fully-charged SP gauge, and a fully-charged EXTRA gauge on Easy. To make it EXTREMELY easy, just equip a Wanderer's Cloak and Hero's Cloak to give your low stats a boost. See more information on the [New Game+ and Time Attack](#) page

## Like the Wind

Defeated a boss in Time Attack without taking damage.

- How to obtain: The easiest and quickest boss(es) to earn this trophy would be with either Aldovoss or Ribbi-Roi, a fully-charged SP gauge, and a fully-charged EXTRA gauge on Easy. To make it EXTREMELY easy, just equip a Wanderer's Cloak and Hero's Cloak to give your low stats a boost. See more information on the [New Game+ and Time Attack](#) page

## The Strongest Pro

Conquered Boss Rush.

- How to obtain: Defeat every boss in the Boss Rush successfully. Better do it on Easy, and with a full party. See more information on the [New Game+ and Time Attack](#) page

## Untouchable

Conquered Boss Rush without a single retry.

- How to obtain: Defeat every boss in the Boss Rush successfully, without dying. Better do it on Easy, and with a full party. Good luck... See more information on the [New Game+ and Time Attack](#) page

# Character Skills

## Adol's Skills

Icon	Skill Name	Cost	Description
	<b>Rising Edge</b>	10 SP	Launches enemy into the air with a backhanded slash.
	<b>Sonic Slide</b>	10 SP	Flies at enemy, passing by with a powerful slash.
	<b>Stun Raid</b>	20 SP	Jumps into air, piercing enemies on descent. Easily stuns.
	<b>Blade Rush</b>	40 SP	Unleashes a continuous barrage of attacks on the enemy.
	<b>Sonic Wave</b>	10 SP	Unsheathes sword at high speed, releasing a shock wave.
	<b>Rising Slash</b>	20 SP	Launches foe into the air and slashes it before it lands.
	<b>Circular Slash</b>	10 SP	Spins sword, hitting nearby enemies multiple times.
	<b>Arc Blast</b>	20 SP	Slashes the ground, launching enemies with a shock wave.
	<b>Blade Barrage</b>	40 SP	Showers enemies with sword hits before knocking them back.

**Gale Stinger**10  
SP

Thrusts sword forward, releasing a helical shock wave.

**Sky Drive**20  
SP

A revolving attack from mi-air, releasing a shock wave.

**Aura Fencer**40  
SP

Pierces enemies in front with a blast of light.



## Sol Breaker

### Duren's Skills

Icon	Skill Name	Cost	Description
	<b>Shell Cracker</b>	10 SP	Spins in mid-air then descends, crushing enemies below.
	<b>Swallow Kick</b>	10 SP	Unleashes a powerful kick, launching enemies upward.
	<b>Jaw Breaker</b>	20 SP	Charges energy before unleashing a powerful uppercut.
	<b>Phoenix Kick</b>	40 SP	Kicks enemy upward, then kicks even more while airborne.
	<b>Chaotic Aura</b>	10 SP	While active, all damage to and from Duren is critical.
	<b>Wild Assault</b>	20 SP	Kicks forwards with full strength.

	<b>Sliding Strike</b>	10 SP	Slides forward, damaging enemies in a straight line.
	<b>Abyss Gazer</b>	20 SP	Sends a shock wave across the ground toward an enemy.
	<b>Deadly Counter</b>	20 SP	Predicts enemy attack, using chance to deal great damage.
	<b>Dragon Kick</b>	40 SP	Sends enemies flying with an energy-imbued kick.

## Pulverizing Strike

### Karna's Skills

Icon	Skill Name	Cost	Description
	<b>Homing Knives</b>	10 SP	Throws several knives directly at the target.
	<b>Poison Dagger</b>	10 SP	Throws a poison-coated dagger at one enemy. Causes Poison.
	<b>Mistral Spin</b>	20 SP	Spins, creating a tornado that launches enemies upward.
	<b>Napalm Shot</b>	40 SP	Throws knives full of gunpowder, creating a big explosion.
	<b>Wind Edge</b>	10 SP	Throws a wind-shrouded knife, knocking foes back.

	<b>Shock Spark</b>	20 SP	Creates lightning in mid-air from knives. Can paralyze.
	<b>Knife Spin</b>	10 SP	Throws knives which spin wildly, dealing area damage.
	<b>Kaleido Spike</b>	40 SP	Throws countless knives followed by a powerful tackle.
	<b>Cyclone Edge</b>	20 SP	Launches tornado knife forward, knocking enemies back.
	<b>Tornado Blast</b>	20 SP	Throws knives into ground, which then erupt below enemies.

## Violent Tempest

### Ozma's Skills

Icon	Skill Name	Cost	Description
	<b>Crag Spear</b>	10 SP	Launches enemies upward with an earth pillar.
	<b>Gaia Wall</b>	10 SP	Summons the power of earth to raise the party's DEF.
	<b>Tiger Flash</b>	20 SP	Releases a single concentrated thrust forward.
	<b>Crag Burst</b>	40 SP	Pierces ground, creating earth pillars in a wide area.

	<b>Whirlwind</b>	10 SP	Spins spear at high speed, launching enemies upward.
	<b>Aqua Pressure</b>	10 SP	Attacks with a violent current, causing Heavy status.
	<b>Water Prison</b>	20 SP	Creates sphere of water, dealing multiple hits to enemies.
	<b>Falcon Dive</b>	20 SP	Jumps into air, thrusting forward at high speed.
	<b>Gaia Spear</b>	40 SP	Overpowers enemies with a series of powerful attacks.
	<b>Tidal Ascent</b>	20 SP	Charges forward, launching foes upward with a current.

## Relentless Assault

Calilica's Skills

Icon	Skill Name	Cost	Description
	<b>Gravity Sphere</b>	10 SP	Creates a force field that sucks in foes and damages them.
	<b>Double Impact</b>	10 SP	Launches enemies upward before slamming them back down.
	<b>Power Swing</b>	20 SP	Swings mace forward, using its magic to increase damage.
	<b>Gigant Hammer</b>	40 SP	Enlarges mace and slams its immense weight downward.

	<b>Gold Rush</b>	20 SP	Hits enemies with an enlarged mace, revealing hidden gold.
	<b>Magical Launcher</b>	10 SP	Launches the tip of the mace, damaging distant enemies.
	<b>Thunder Spheres</b>	10 SP	Summons autonomous artifacts for combat support.
	<b>Blitz Chaser</b>	20 SP	Releases lightning magic that bounces between enemies.
	<b>Stun Impact</b>	20 SP	Hits earth forcefully and summons lightning. Stuns easily.
	<b>Triple Breaker</b>	40 SP	Three powerful mace blows followed by explosive lightning.



## Thunder Strike

### Frieda's Skills

Icon	Skill Name	Cost	Description
	<b>Hurricane Spin</b>	10 SP	Spins halberd, aiming for the feet of surrounding enemies.
	<b>Fairy Strike</b>	10 SP	Summons Nina to force a drop item from the enemy's grip.
	<b>Demonic Edge</b>	10 SP	Uses fighting spirit to raise the party's STR.
	<b>Demonic Vortex</b>	20 SP	Creates a vortex, drawing in enemies for multiple hits.

	<b>Cocytus Drive</b>	40 SP	Creates a line of ice pillars to launch enemies upward.
	<b>Ice Javelin</b>	20 SP	Fires a continuous barrage of ice pillars from above.
	<b>Icicle Drop</b>	20 SP	Attacks with a block of ice from above. Causes Freezing.
	<b>Ice Pillar</b>	10 SP	Summons a sharp ice pillar to launch an enemy upward.
	<b>Destruction Dance</b>	40 SP	Swings halberd repeatedly, then launches enemies upward.
	<b>Phosphorous Moon</b>	20 SP	Approaches foe, thrusting forward and launching upward.
	<b>Frozen Prison</b>		

